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Credit Where Credit Is Due

Paper Story owes its existence to the following people:

- Nintendo & Intelligent Systems for creating these games in the first places. Please support the original developers.
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- Artistic and design credits for individual sections as provided.

- *LadyLuck* for their amazing Paper Mario asset packs, which Paper Story both borrows from and leans on heavily. Credits are provided wherever possible but their work deserves special mention.

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- Emily, Matt and Trent, for supporting (and putting up with) this silly little passion of mine.

- Matilda, who I can't wait to share this world with.

Always remember, Paper Story is a free product and 100% open source for you, the fans, to enjoy.

-Deuce

Our Story Begins

Paper Story is a roleplaying game rooted in the design of the classic Paper Mario games, allowing you to take those familiar worlds and tell your own stories within them.

If you want to talk about or play Paper Story, feel free to join us on Discord!
https://discord.gg/AUQJmKH5pf
If you prefer scrolling on the web to flicking through a book, Paper Story has its very own wiki!
https://paperstoryttrpg.github.io/en/
And if you stumbled onto this game and don't know where to look for more information, you can always find it at its home on itch.io.
https://joy-games.itch.io/paper-story

For those of you new to roleplaying, TTRPG's are known as either tabletop or table-talk roleplaying games. They have common roots with their digital cousins, but are quite a bit different where it counts.

Basically, one player acts as Game Master – equal parts referee and storyteller, this player controls the entire world of NPC's and oversees its rules. All the other players are responsible for their own characters and their actions.
Completely responsible. The only real constraints you have are what seems reasonable to your game and the people you play with.

As you might expect, these games are a lot more flexible by nature. You have the opportunity to literally play a role, and it's generally expected that you make choices that are consistent with the role of your character – even if they're not strictly speaking what a 'good' player would do.

There are many more write-ups that go into deeper detail than this with respect to the big-name RPG's – Dungeons and Dragons, World of Darkness, Savage Worlds, to name a few.
If that generally sounds like a lot of fun, I'd highly recommend you look into some of those games, and of course have fun with Paper Story!

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How to Play

Characters in Paper Story all follow the same general rules. They all have three main Stats and a variety of Skills that fall under the umbrella of those stats.

- Heart – your Health Points and physical ability.
  Characters have 5 HP x their base Heart – to a minimum of 1 HP.

- Spirit – your Flower Points and mental/technical ability.
  Characters have 5 FP x their base Spirit.

- Courage – your Badge Points and spiritual/social ability.
  Characters have 3 BP x their base Courage.

You also have three special statistics used for combat, which are separate from your Stats and Skills.

- Power – your raw combat skill and capacity for dealing damage to foes.
  The base damage for your *Techniques* is determined by your Power.
  You begin play with 1 Power, unless your Species modifies it.

- Attack – how hard you can hit in the heat of the moment. Under most circumstances, your Attack is 0, but it can temporarily go up or down.
  Every one of your *Strikes* are modified by your Attack.

- Defense – whenever you're struck in combat, you reduce the damage by your Defense. You get your full Defense against all strikes made against you, even if they're made by the same attacker.
  For most species, your beginning Defense is 0, though this can be improved with *Gear*.

Before we go any further, there's just a few more general rules to cover off:

- Players generally have one "action" per turn, representing something they want to do with the time they have. Usually this warrants a skill check (and thus, rolling dice).
  When there's no time pressure (such as outside of battle), these actions can be resolved in any order.
- If something is measured in "turns", outside of battle, treat 1 turn as being about a minute.
- If a number is divided in any way, unless otherwise specified, round the remainder down to the nearest whole number – to a minimum of 1.
  Be careful, sometimes this will go down to 0! Usually when it would give an unfair advantage for ½ of 1 to wind up the same as ½ of 2. In these cases though the minimum is specified.

Things get a little more complicated in battle, but the following core rules are at the heart of everything in Paper Story!

Rolling and Nudging Dice

Paper Story uses the Nudge System, a lightweight form of conflict resolution where you roll a pool of dice, then try to nudge the results into your favour.

For every Skill point and relevant Specialisation you have on any given check, you can roll an additional six-sided die (1d6).
Non-player characters (NPC's) don't have Stats, Skills or Specialisations, and they don't roll at all.
The spotlight is always on the players. No matter what, your success and failure hinges on your own actions.

When you make a check you're using your Skill, and the Stat it falls under, to try and make something happen, which prompts a dice roll.
Each time you roll your dice, you're hoping to roll 4 or more; the Target Number.
When a die shows a number equal to or greater than that, it counts as a Success. And if you roll a 6, you can add another d6 to your pool and roll it, too!

Your Stats make you more consistent, allowing you to nudge the results into your favour. For every point you have in the appropriate Stat, you can modify a die result by 1. If this turns it into a 6, you can roll another d6, just the same as if you'd rolled it naturally.

> **Example: Standard Checks**
> A Koopa with 3 Heart and 2 Coordination tries to hammer a Goomba, making an attack roll.
> He rolls two dice (2d6) for his Coordination, and rolls 4 and 1.
> 4 is a successful result, so this counts as 1 Success – a Nice result!
> He can then spend his 3 points in Heart to increase the 1 to a 4, making 2 Successes. (A Good result!)

Be warned, though – if at any point more than ½ of your dice are 1's, you suffer a Critical Failure! You lose all your Successes, and your action may fail spectacularly.

> **Example: Critical Failure**
> A Bob-Omb with 2 Heart and 2 Guard attempts to block a spinning shell attack from an enemy Koopa.
> He rolls two dice (2d6) for his Guard, and rolls 4 and 1.
> 4 is a successful result, so this counts as 1 Success – a Nice result, able to block the damage. They nudge the 4 into a 6 for another roll.
> The new d6 comes up 1; and now over half of their dice are 1's! It's a Critical Failure. They got greedy!
> The Bob-Omb takes the damage full-force, and the GM decides this failure causes the Koopa to spin around them, Disorienting them for the next turn!

Rolling Without A Dicepool

Due to situational penalties or a lack of skill you might find yourself rolling at 0 dice – or less. In these cases you can't use your Stats at all!
Anything less than 1 die is rolled as 1d6, with negative numbers subtracting from the number of Successes.

> **Example: Rolling without dice**
> A Boo with 1 Courage and 0 Persuade tries to talk his way out of a dire situation. He rolls one die (1d6), with a result of 3 – he can't fix that up with his Courage, so he has no Successes!

Rolling With Your Friends

So what do you do when your skills fall short? You turn to your teammates!
When you take an action to assist someone else's check, you take ½ the dice you would have for the action (rounded down, to a minimum of 0) and add them to the other character's dicepool.
Then, they can use your Stat points as well as their own to nudge the dice in their favour.
You have to have at least 1d6 yourself to assist! Otherwise your help isn't useful enough to provide any advantage.

> **Example: Working together**
> A Koopa, a Bandit and a Dayzee try to lift a heavy stone statue to inspect what's underneath, using Athletics.
> The Koopa volunteers to lead the job; they have 3 Heart and 3 Athletics. The Bandit has 2 Heart and 2 Athletics, and the Dayzee has just 1 Heart and 1 Athletics.
> The Koopa can roll 3d6 from their own Athletics, and +1d6 from the Bandit – they don't get any dice from the Dayzee, because their Athletics is too low.
> The four dice come up 2, 2, 3 and 3. Fortunately, pooling together everyone's Heart, the group has 6 Heart to spend, enough to boost everything to 4 for a Great result!

Partial Bonuses

In some cases you may receive a situational bonus for part – but not all – of your check. Such as a Guard (VS Ranged) Specialisation, when you're being attacked both in range and in melee, or a *Disoriented* enemy, when you're attacking them and their healthy allies at the same time.
In these cases, you only receive the benefit if it would apply to more than ½ of the check (whether that's the number of different targets you're attacking, the number of different attacks you're blocking, or anything else).

Grades of Success

The number of Successes needed for any action is reduced to a shorthand, representing how impressive your actions are. These are referred to as Grades of Success, or just Grades, and vary based on your overall Successes.

0 Successes: Nothing; unless the action can work automatically, it fails.

1 Successes: Nice! 1 Grade of Success.

2 Successes: Good! 2 Grades of Success.

4 Successes: Great! 3 Grades of Success.

6 Successes: Wonderful! 4 Grades of Success.

8 Successes: Excellent! 5 Grades of Success.

10 Successes: Unbelievable! 6 Grades of Success.

Any additional Grades of Success beyond Unbelievable require 2 more Successes at a time.

As a general rule, Nice or Good results are still *generally* successful, but may suffer other complications, such as taking longer than you'd like or forcing you to make a difficult choice.
Great results are successes with no unforeseen drawbacks. In most circumstances, a Great result is your target.
And Wonderful or greater results are often exceptional, possibly exceeding your expectations.

If needed, you can pull your punches – treating your result as a lower Grade than you earned.

Opposed Checks

In the event of an opposed check, success is determined by comparing all competing players' rolls. The winner of the check is the player with the most Successes.
In the event of a tie, compare the relevant Stat for each tied player and the highest Stat wins. And if that's still a tie, then either the defender wins, or nothing happens at all, at the GM's option.

Exceptional Results

High rolls are always worthwhile, as the Stars bestow their blessing on exceptional individuals. Even if you chose to take a lower result, you generate SP based on the total Grades of Success you rolled.
This SP can be added to your pool immediately, or spent immediately to fuel *Exceptional Techniques*.

Be mindful though that if you spend any SP during the check – such as to *Try Again* – you can't generate any SP for your result.
Otherwise, as long as you rolled dice for your check, and your action is successful:

- Great results generate 1 SP!
- Wonderful results generate 2 SP!
- Excellent results generate 5 SP!
- Unbelievable results generate a whopping 10 SP!

Every check is a chance to roll the dice and generate SP! Even if your action doesn't benefit from a higher result, it's better to go for broke and try to rack up some SP for you and your allies.

Heart Skills

Aim

Your ability to aim at range, useful for throwing and firing things.
For details on attacks (which sometimes use Aim), see *Techniques*.
For rules on aiming Items in combat, see *Aim – Item Attacks*.
Specialisations include: Bows, Items, Shoot

Athletics

Your ability to run, jump, swim, grapple, flex your muscles and all sorts of maneuvers. Even things that other species can't do naturally, such as a Koopa's shell slide, a Bob-Omb's explosions or a Hothead's static charge, can be considered Athletic ability.
For rules on escaping from combat, see *Athletics – Fleeing*.
Specialisations include: Brawn, Jump, Run

Coordination

Your ability to make fine movement and hit hard, whether it's to tie a rope, work with delicate mechanisms or line up a strike in melee.
For details on attacks (which usually rely on Coordination), see *Techniques*.
For rules on swapping battle position, see *Coordination – Swapping*.
Specialisations include: Hammers, Lockpicking, Unarmed

Guard

Your ability to consciously defend yourself from all manner of harm.
For the specifics of resisting attacks in combat as a passive or reactive action, see *Guard – Defending Actively* and *Guard – Guarding Reactively*.
Specialisations include: VS Melee, VS Ranged, VS Aerial

Heal

Your ability to perform first aid and concoct certain remedies, allowing you to get by without stopping to rest, or to improve the Items you use.
For rules on recovering HP and Statuses in the field, see *Heal – First Aid*.
For rules on getting the most out of your Items, see *Heal – Administering Medicine*.
Specialisations include: First Aid, Mushrooms, VS Poison

Spirit Skills

Crafts

Your knowledge of all things crafts, whether you're building, refining or even taking things apart. Bob-Ombs have even been known to use this Skill when demolishing large objects and structures.
For rules on making specific Items from scratch, see *Crafts – Working From Scratch*.
For rules on refining or combining consumable Items, see *Crafts – Enhancing and Mixing Items*.
Specialisations include: Alchemy, Demolition, Gadgets

Knowhow

Your knowledge and studiousness, both general and specific. Your GM may disallow you from making Knowhow checks in certain situations without an appropriate Specialisation, or may make them more difficult, but general knowledge about places and enemies only requires you make a check.
For rules on gathering intel during battle, see *Knowhow - Tattling*.
Specialisations include: Archaeology, Battle, Wildlife

Magic

Your knowledge of arcane secrets. This helps you to power magical effects you encounter in your adventures (such as through *Badges* or *Power-Ups*), and can be used to gain insight on magical effects and artifacts.
Magic can also be used for more powerful spells, such as to temporarily emulate other abilities and skills; for more details, see *Magic – Spontaneous Spells*.
Specialisations include: Fire, Life, Shape-Change

Notice

Your knowledge and awareness of your surroundings, social situations, and the people around you. Notice is especially helpful for finding treasure, or picking up on an enemy trying to sneak attack your party.
Specialisations include: Lies, Listen, Scent

Trickery

Your knowledge of stealth, lies and deception. Trickery can help you outsmart people and run circles around your foes.
For rules on dodging attacks in combat, see *Trickery – Dodging*.
Specialisations include: Bluff, Stealth, Theft

Courage Skills

Bully

Your talent for scaring, debilitating and pushing others around. Bully is especially useful for inflicting enemies with Statuses.

Specialisations include: Coercion, Shove, Weaken

Cheer

Your talent for inspiring others to do their best. Cheer is great for assisting others; for more details, see *Cheer – Cheering People On*.

You can also use Cheer to boost people's FP or SP; for details, see *Cheer – Motivating Energy*.

Specialisations include: Athletics, FP, Pump Up

Persuade

Your talent for communicating with others and convincing them of your way of thinking. You may not necessarily change their mind, but with good use of Persuade, you can at least help them see things your way.

Bald-faced lies are more the realm of Trickery, but you can still use Persuade with an ulterior motive. The key difference is with Persuade, finding out that motive is generally not a dealbreaker.

Specialisations include: Diplomacy, Sales, Smooth Talk

Perform

Your talent for performance, be it song, dance or otherwise.

The Stars shine brightly on those who can appeal to them; for details, see *Perform – Appeals* and *Perform – Stylish Moves*.

Specialisations include: Appeal, Sing, Stylish Moves

Steady

Your talent for keeping your cool, whether it's a balancing act, not sweating under pressure or fending off a deadly poison. Steady is especially useful for *Power-Ups* and a variety of *Personal Traits*.

For resisting status ailments and other conditions, see *Steady – Resisting Effects*.

Specialisations include: Etiquette, Poise, VS Poison

When you're choosing your skills, it's important to consider what the other players in your group can and can't do. That way when they run into trouble, you'll be ready to lend a helping hand!

Character Creation

1. Choose a Species
   Species are all the types of creatures that occupy the Mushroom Kingdom. A character's Species modifies their Stats, adds extra Skill Specialisations, and provides many other traits.
   For more options, consider looking at the Species Compendium!
2. Get Your Stats
   At level 1, you begin play with a 1 in Heart, Spirit and Courage, plus the advantages of your Species.
   Then, you can choose one of those stats to receive another +1 boost, representing your character's unique personal qualities.
3. Assign your Skills
   All Skills fall under the umbrella of one Stat – for example, Athletics is a Heart Skill, while Notice is a Spirit Skill.
   During character creation, your Stats receive varying Skill Points and Skill Specialisations to further customise your character.
   a. Choose one Stat's Skills to receive +4 Skill Points and +2 Skill Specialisations.
   b. Then, choose a second Stat's Skills to receive +3 Skill Points and +1 Skill Specialisation.
   c. Finally, the remaining Stat's Skills receive +2 Skill Points and +1 Skill Specialisation.

It's okay if your character concept isn't fully formed to begin with! As you read on you might find some interesting content that you want to work in, or during play you might pick up a Badge you hadn't considered working with. The joy of roleplay is finding new directions to take your character!

4. Define your Skill Specialisations
   While Skills are broad general capabilities for your character, Specialisations are the specific things they excel in.
   Your Specialisations are up to you to define. You can even assign Specialisations to Skills you otherwise don't have any points in!
   But as a general rule, they shouldn't be so vague that they always apply, or so specific that they rarely make a difference.
5. Design your Techniques
   Your *Techniques* are the special moves that help your character excel in combat. Usually these are straightforward attacks, but you can customise them to be as complex as you wish.
   You begin play with two Innate Techniques. It's recommended that you keep at least one Technique that costs 0 FP, so that you always have a basic attack option and can make *First Strikes*.
6. Fill up your pockets
   Finally, you start with 100 Coins (or more or less, depending on your campaign) to spend on *Items*, *Power-Ups*, *Gear* and *Badges*. Items, Power-Ups and Gear of all sizes occupy one of your 10 inventory slots, while Badges are small enough to not take up space – but the Badges you can actually equip and use at the same time will be restricted by your BP.

Don't stress too much about getting the right Items or Badges right out of the gate – you might find it easier to just jump in with nothing but the clothes on your back and the Coins in your pocket. You can always go shopping once you know what you're dealing with – or make do with what you can find!

Species

While all the Species of the Mushroom Kingdom are wildly different, their advantages are roughly alike. A playable Species in Paper Story looks something like this:

Species Name Stat Modifiers Base Power & Defense

Pros

The Skill Specialisations and other Traits that make denizens of that Species more capable.

Some Traits, like Immune, will be described in more detail like this.

Some collections of positive traits will be grouped in a coloured box, like this.

Cons

The Traits that a character of that Species have to deal with that are generally less desirable.

Some Traits, like Weakness, will be described in more detail like this.

Some collections of negative traits will be grouped in a coloured box, like this.

Other Traits

Any other qualities the Species has that may not fit neatly into a Pro or a Con go here in one large block underneath Pros and Cons.
Most often this is for Species with a State Trait, which grants them contextual bonuses/penalties.

A description of the Species and how they fit into the world. These descriptions are simple and general, and do not define individual members of their Species.

Tech Defaults

Sets of Technique Traits a character of that Species can include when they start designing an Innate Technique, without affecting its cost.
Multiple instances of a Trait are listed as "Trait x2", "Trait x3", and so on.

Each Technique can only benefit from one set of Tech Defaults without affecting its cost at a time.

Each set of Tech Defaults is set apart by line, with multiple Traits in a set split up by commas.

- Example Tech 1
- Example Tech 2, 2nd part of Tech 2
- Example Tech 3

Any ***Required*** or ***Optional*** effects are listed underneath, and can (or must) be taken as additional Tech Defaults on any Innate Technique.

Example Techniques

An example of a Technique a first-level character of this Species might use.
Includes potential outcomes and skills required for Primary and Secondary checks.

Example (X FP)
Primary Check
Secondary Check
Includes potential outcomes and skills required for Primary and Secondary checks.
Traits used sit here in italics, for reference.

Some of the more commonly adventurous folk of the Mushroom Kingdom are listed here; it is however far from all the available options, as the Mushroom Kingdom and its surrounds are huge and incredibly diverse.
For some of the rarer Species, or those less inclined to adventure – from Toads to Chomps to Piantas – refer to the Species Compendium.

Bob-Omb

+1 Heart, +1 Spirit

1 Power, 1 Defense

Pros

+Athletics (Explode)
+Crafts (Demolition)
or +Crafts (Explosives)
+Crafts (Repairs)
Immune (Poison)
1 Resist (Ice)
Construct (Lifelike)

Cons

Weakness (Blast, Fire)
You take +2 damage and detonate harmlessly, leaving you completely Stunned (6) for the next 2 turns.
Handless

Bob-Ombs are demolitions experts. As much as it confuses people, Bob-Ombs suffer no ill effects from blowing themselves up, and many seem to relish the act. Despite this they are rarely violent and often even-tempered.

Tech Defaults

- Burst
- Indirect
- Ranged
- Scaling

Optional: Element (Blast) on attacks,
or Element (Blast) and Variant (Athletics) on Indirect attacks

Example Techniques

Quick Blast (0 FP)
Quickly detonates to blast foes away.
Athletics (+Explode):
Nice!: 4 DMG
Element (Blast), Indirect, Variant (Athletics), Strong, Commitment (Primary)

Bob-Ombast (7 FP)
A powerful explosion that blasts everything away – including your allies.
Athletics (+Explode):
Nice!: 4 DMG
Good!: 8 DMG
Deals +2 DMG for each extra Grade.
Element (Blast), Scaling, Variant (Athletics), All (Indirect), Strong x3, Unwieldy

Boo

+2 Spirit

1 Power, 0 Defense

Pros

+Trickery (Dodge)
+Knowhow (Lore)
+Bully (Surprises)
Immune (Fear, Poison)
Immune (Shadow)
> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Attack is Boosted (1) for a number of turns equal to the excess HP.

Fly
Hover
Intangibility
Invisibility
Mirage
Undead (Lifelike)

Cons

Weakness (Life Magic, Sudden Light, Stars)
> Any HP you would normally recover is treated as damage instead; then, you take double damage.
> If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> You're left Dazed (1) for a number of turns equal to the damage taken.

Legless

The origins of Boos are shrouded in mystery. What is known for sure though is they're ghosts with a penchant for trickery. While most are reclusive, few Boos can resist a good scare.

Tech Defaults

- Boost (Dodge)
- Element (Shadow)
- Fear x2
- Secure (Intangible)

Optional: Element (Shadow) on Indirect or Ranged Techniques

Example Techniques

Frightening Smack (0 FP)
A spooky backhand terrifies the foe, causing them to either flee or cower in fear.
Coordination:
Nice!: 1 DMG
Good!: 2 DMG
Bully (+Surprises):
The target chooses to attempt to flee, or one of the below Statuses.
Nice!: Stun (1) or -1 Attack for 4 turns
Good!: Stun (2) or -2 Attack for 4 turns
Great!: Stun (3) or -3 Attack for 4 turns
Wonderful!: Stun (4) or -4 Attack for 4 turns
Fear x4, Unwieldy

Outta Sight (0 FP)
Hides you and your allies away from attacks.
Trickery (+Evade):
Nice!: Become Secure for one turn
Secure, Allies, Shared, Harmless

Dayzee

+2 Courage
or +1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Run)
+Cheer (FP)
+Perform (Sing)
Immune (Water)
You heal +5 HP instead.
1 Resist (Quake, Shock)

Cons

Weakness (Fear)
The Level and Duration of all Statuses you suffer associated with fear are doubled.
Weakness (Fire)
You take +2 damage and suffer from a Lingering (1) burn, lasting a number of turns equal to the damage taken.

Dayzees are quiet and soft-spoken sorts, which is fitting given their soothing lullabies. While they may be quick to flee, their strength of character is undeniable, and their voices are breathtaking.

Tech Defaults

- Charm
- Daze x2
- Flowery
- Variant (Perform)

Optional: Add a single Split Slot to Flowery Techniques which can't contain Strikes,
or Ranged on Techniques with Variant (Perform),
or Element (Earth) on melee attacks

Example Techniques

Pollen Pounder (0 FP)
An aggressive headbutt rife with pollen puts foes to sleep.
Coordination:
Auto: 1 Earth DMG
Nice!: 2 Earth DMG
Bully:
Nice!: Daze (1) for 2 turns
Good!: Daze (2) for 2 turns
Daze x2, Element (Earth)

Lullaby (3 FP)
Targeted singing puts the target to sleep while dealing damage.
Perform (+Sing):
Good!: 4 DMG
Perform (+Sing):
Nice!: Daze (2) for 3 turn
Good!: Daze (3) for 3 turns
Daze x3, Ranged, Empower, Strong, Variant (Perform) x2, Commitment (Primary), Unwieldy

Goomba

+1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Jump)

+Knowhow (Battle)

+Cheer (Aggression)

Carrier

Cons

Weakness (Aerial, Crushing)

The Level and Duration of all Statuses you suffer from these attacks are doubled.

Handless

Underdogs by nature, Goombas have a lot of guts and a lot to prove. Whether it's bonking heads or hitting the books, Goombas strive to better themselves constantly.

Tech Defaults

- Aerial
- Boost (Any)
- Repeat
- Sequential

Example Techniques

Headbonk (0 FP)

A double-tapping aerial strike, made with the head.

Athletics (+Jump):

Auto: 1 DMG

Nice!: 1 DMG x2

Aerial

Charge (2 FP)

Focus your power for 4 turns.

Cheer (+Aggression):

Nice!: +1 Attack for 4 turns

Good!: +2 Attack for 4 turns

Great!: +3 Attack for 4 turns

Wonderful!: +4 Attack for 4 turns

Boost (Attack) x4, Self, Harmless

Koopa

+2 Heart

1 Power, 1 Defense

Pros

+Athletics (Shells)
or +Athletics (Swim)
+Guard (Melee)
+Steady (VS Weaken)
1 Resist (Water)

Cons

Weakness (Aerial, Blast, Quake)
You are flipped over; you retain your Defense against Aerial and Blast attacks initially, but otherwise your Defense is negated while you're flipped.
This leaves you completely Stunned (6) for the next 2 turns.

Koopas are fit and easygoing. Though cowardice is often in their nature, they can be quite formidable when push comes to shove.
Often associated with Bowser's armies in the past, these days there are many peace-loving Koopas in the Mushroom Kingdom.

Tech Defaults

- Boost (Defense)
- Disorient
- Indirect
- Overrun

Optional: Variant (Athletics) on Indirect Techniques

Example Techniques

Shell Toss (0 FP)
Hits one target in melee with your shell.
Athletics (+Shells):
Auto: 1 DMG
Nice!: 2 DMG
Indirect, Variant (Athletics)

Shell Shield (3 FP)
Bolsters the target's Defense with a borrowed shell.
Guard:
Nice!: +1 Defense for 4 turns
Good!: +2 Defense for 4 turns
Great!: +3 Defense for 4 turns
Wonderful!: +4 Defense for 4 turns
Boost (Defense) x4, Harmless (Indirect)

Squeek

+1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Notice (Scent)

+Trickery (Stealth *or* Theft)

+Persuade (Smooth Talk)

Immune (Charm)

Cons

Weakness (Scent)

The Level and Duration of all Statuses you suffer from scent-based sources are doubled.

Squeeks are crafty little mice. Their keen noses and beady little eyes lead many to lives of crime, but their small stature and their potent senses keep them from getting into any serious trouble.

Tech Defaults

- Confuse x2
- Piercing
- Snatch
- Variant (Trickery)

Example Techniques

Tricky Slap (0 FP)

Slaps an enemy, ignoring defense.

Coordination:

Auto: 1 Piercing DMG

Nice!: 1 Piercing DMG x2

Piercing

Tricky Thief (0 FP)

Slinks past to steal an item from the target.

Trickery (+Theft):

Choose one option based on your Grades of Success.

Nice!: 1d6 Coins, +1d6 per Grade of Success

Nice!: A small Item

Good!: A large Item

Great!: An equipped Item

Snatch, Empower, Selective, Harmless

While your Species is a significant part of your character, it doesn't define them. Try thinking about what sets them apart from the rest of their Species!

Subspecies

Subspecies aren't playable Species in and of themselves; instead, they act as templates you can apply to existing Species. They can be applied to any of the existing Species, as long as they meet the requirements and your character's final Stats aren't reduced below 0.

See the example Subspecies on the following pages for a quick primer, and a sample of some of the most common Subspecies.

Above all else, keep in mind that this is intended to easily put together unique concepts not covered by the base Species; if a particular combination of Species and Subspecies doesn't work the way you'd like, or you think certain qualities should be available to your concept, try talking it over with your GM.

Subspecies- Stat Modifiers Power/Defense Modifiers

[Tags] *Examples of pre-existing creatures which the subspecies could be used to create.*

Add

The Pros – and Cons – that come with this subspecies, these are added onto the existing species.

If a subspecies would duplicate any traits, only one instance of that trait is kept – typically the most impactful instance (the strongest value, or the worst Weakness, for instance).

This can be subjective, so check with your GM if you're not sure.
This doesn't apply to anything with a + sign; if a subspecies adds +1 Defense, that means it stacks directly onto your Defense!

If an Immunity conflicts with a Weakness, with no remaining window for the Weakness to take effect, the Weakness is completely removed from the final species.

Remove

Everything that a creature of the existing species gives up for the subspecies.

If multiple subspecies are being applied, this applies retroactively; the order you apply subspecies templates doesn't matter. If you'd lose something at any point in the process, typically, the final species can't have it.

If however a character would gain something through this subspecies, but it's listed for removal on the same subspecies, they still keep it; additions take priority over removals!

Added Tech Defaults

Sets of Technique Traits a character of this subspecies can include when they start designing a Technique, without affecting its cost.

No matter what, if you apply a subspecies, the final species can't have more than 4 Tech Default sets (not counting *optional* or *required* sets). If you would have more than that, you have to choose what to keep and what to drop.

If an effect is listed as "+ *Optional*", and you've taken the associated Tech Default on the subspecies, then you add the *optional* effect to the final species.

If an identical set of Tech Defaults, *optional* or *required* effects would be added twice, ignore any duplicates.

Removed Tech Defaults

If the existing species has any of the listed traits in any of its Tech Default sets, or in its *optional* or *required* effects, it loses each instance of it.

Just like standard traits, these are removed retroactively, and you ignore anything the subspecies adds on itself.

Conditions

Conditions that must be met for the subspecies to be applied to a species, if applicable.

A description of the subspecies and how they fit into the world.

Dry- -1 Heart, +1 Spirit +1 Defense

[Material] *e.g. Bony Beetle, Dry Bones*

Add

+Trickery (Camouflage)
+Bully (Surprises)
+Steady (Resilience)
Immune (Charm, Fear, Fire, Poison)
Fire can be used to disable your Resilient Trait while crumpled or KO'd.
Immune (Shadow)
You recover HP equal to the attack's raw damage (minimum 1 HP).
If there's any excess HP, your Defense is Boosted (1) for a number of turns equal to the excess HP.
Weakness (Air, Blast)
You crumble to the floor and are unable to act, as if you've been KO'd. You retain your HP, and as long as you're not actually KO'd, you can recover through your Resilient Trait.
Weakness (Life Magic, Sudden Light, Stars)
Any HP you would normally recover is treated as damage instead; then, you take double damage.
If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
You're left Dazed (1) for a number of turns equal to the damage taken.
Clone
Resilient
Undead

Remove

Specialisations from the base species in Athletics, Guard, Knowhow, Magic, Cheer and Persuade; remove any remaining specialisations from the final species one at a time until you have at most 3

Construct
Invisibility
State (Berserk, Scrunched)
Undead (Lifelike)

Weaknesses, Immunities and Resistances from the base species

Added Tech Defaults

- Dismiss (Enemies Only)
- Fear x2
- Minion (Skeletons)
- Ranged

Removed Tech Defaults

- Element (if from base species)
- Flowery
- Hearty
- Indirect

Conditions

Can't be combined with other [Material] subspecies.

Dry creatures are the skeletal remains of once healthy folk. While they're weaker than their live counterparts, they're relentless, continuously picking themselves back up with an endless supply of bones.

Para- -1 Heart, +1 Spirit

[Environmental] *e.g. Fly Guy, Paratroopa*

Add

+Athletics (Flight)
+Notice (From Overhead)
+Trickery (Dodge)
Weakness (Air)
> You must make a Steady check versus Disorientation (1), lasting a number of turns equal to the damage taken (minimum 1 turn).

Carrier
Fly

Remove

Specialisations from the base species in Athletics, Guard and Steady; remove any remaining specialisations from the final species one at a time until you have at most 3

Hover
Sinker

Added Tech Defaults

- Aerial
- Disorient
- Element (Air)
  + *Optional:* Element (Air) on Indirect or Ranged Techniques
- Indirect

Removed Tech Defaults

- Overrun
- Quake
- Selective
- Underfoot

Conditions

Can't be combined with other [Environmental] subspecies.
Can't be added if the base species would normally have Fly.

Para creatures are winged variants of other races, making them more agile, though less sturdy and more reliant on their wings.

Spiny- +1 Heart, -1 Courage

e.g. Koopaling, Spiny

Add

Immune (Contact)

This Immunity is negated if the attacker uses an Indirect attack or is otherwise unaffected by your spikes.
Depending on the nature of the attack and the position of your spikes, certain attacks may still bypass this immunity.

Contact

The attacker takes 1 Piercing DMG, and you make a Steady check; the attacker is Dazed (1) for 1 turn for each Grade of Success.

Remove

Carrier

Contact

Added Tech Defaults

- Piercing
- Strong
- Terrain (Spikes)

Removed Tech Defaults

- Boost
- Dismiss
- Flowery
- Hearty

Conditions

Can't be added onto species which already have Immune (Contact).

Spiny creatures are covered in spikes, making them stronger and more resilient in battle – although they aren't exactly known for their hospitality. For any warrior, though, being Spiny would be quite the boon; Koopas in particular will go out of their way to acquire spikier shells.

Species and Subspecies can be combined in all sorts of ways. Dry Bones, Bony Beetles and Bone Goombas are one thing, but why stop there? What about a Dry Dayzee, or a Para Spiny Skull Squeek? Let your imagination run wild!

Level Up!

When you win a fight or achieve something else notable, you receive Experience Points (traditionally known as Star Points).

Your GM may choose to roll dice to decide on your reward, calculate it in some way, or allocate levels based on your overall achievements – but in any case, you're rewarded for your effort, with more difficult challenges earning more Experience Points.
As a general rule, overcoming anything noteworthy may earn you about 5-20 Experience Points, and truly gruelling challenges like boss fights around 20-40.

Whenever you receive 100 or more Experience Points, you immediately level up!

When you level up, take away 100 Experience Points; you immediately recover all HP and FP, and you receive the following:

- +1 to a Stat
- +1 to a Skill relating to that Stat (e.g. Heart and Coordination)
- Either +1 to a different Skill relating to that Stat, *or* a Skill Specialisation for any Skill
- The option to tweak one of your existing Innate Techniques; you can add a positive trait, add a negative trait, remove a positive trait and/or remove a negative trait.
  If your GM agrees you can make more drastic changes, but you should usually try to keep the spirit of the original Technique.
- At every 5th level, the ability to learn a new Innate Technique, *and* increase your Power by +1!

Each level represents an exponential increase in your character's abilities. A Level 5 hero stands head and shoulders above a Level 1 rookie!

Paper Story plays best at lower levels, with a recommended cap of 4 Innate Techniques – in line with the original games.
Though of course, that's just a suggestion. Higher power games might run up to level 20 or beyond, with massive HP totals and truly exceptional dicepools. Do whatever works best for your game!

Combat

Combat in Paper Story is largely abstract; allied characters act as a single group, arranging themselves in a front-to-back formation at the start of combat (either arranged as they wish, or dictated based on circumstance).

Typically combats are between two groups, players and enemies. If players are fighting it out or enemies are split between factions, though, it can get more complicated and require more groups.

During each round of combat each player has a turn, during which they can take one action. Turns proceed through the group one-by-one, going from front to back.

At the end of the players' turns, each enemy group takes their actions in sequence, until there are no more enemies and the next round of combat begins.

Initiative and the Surprise Round

Before most combats, all players have to roll Initiative to see how quickly they react – in other words, who gets a First Strike.

Typically this check depends on Athletics, but Trickery, Notice or other checks may be more appropriate, depending on how the fight begins.

Importantly, not every fight demands you check for Initiative or the Surprise Round! It all depends on how the narrative flow leads into battle; if you're standing face-to-face with the enemy long enough to have some banter, no matter how quickly you move you probably won't get the drop on them.

If you're proceeding with Initiative, you'll need to decide who moves first.
Players usually fight as one group, but if they're divided up at all, the order they act in is decided by which group has the most Grades of Success in total.
If any player groups are tied, then it's the GM's call.
In any case, enemies never move ahead of the players.

Your Initiative determines how soon you can defend yourself, and how well you can coordinate your actions with your allies.
With a Good result, a player can act in the Surprise Round to deliver a First Strike on behalf of their group!
Each extra Grade of Success allows them to partner up with one other ally during the Surprise Round, as long as that ally also rolled well enough to act alongside them.
Who moves first exactly is a tactical decision for you and your allies to make; if you really can't decide, it's usually better for the highest results to move first.

> **Example: Striking in Tandem**
> A quick-witted Paratroopa gets the drop on their enemies, moving with Wonderful speed! They're followed by two Yoshi twins with a Great result each, and their Cleft guardian brings up the rear with a Good result.
> While each party member moved quickly enough to score a First Strike, they can't all go at the same time. The Paratroopa can attack with up to two allies, but the Yoshi's can only pair up with one other ally, and the Cleft can't pair up with anyone at all.
> So the Paratroopa could attack with one of the Yoshi's, or the Yoshi's could attack together, or the Cleft could attack on their own.

On the other hand if a player fails their Initiative check, one of the enemies can make a First Strike against them instead!
No matter how many people fail their Initiative checks, the same enemy can't make multiple attacks in the Surprise Round.

> **Example: Getting Ambushed**
> A Thwomp, a Whomp and a Boo are set on upon by a deadly Chomp!
> The Thwomp and the Whomp both fail their Initiative checks, scoring no Grades of Success. The Boo fares a bit better with a Nice result.
> Both the Thwomp and the Whomp failed, but the Chomp can only make one First Strike.
> If there were two Chomps they could each make a First Strike against the Thwomp and the Whomp. If there was a third Chomp, though, they'd still only get two First Strikes, since the Boo isn't vulnerable to attack yet.

The Surprise Round is a sudden burst of action, so it isn't counted as a full round. While players can take action and have a chance to react to damage, this isn't considered a "turn" in the traditional sense. So *Statuses* and other durations aren't affected by the Surprise Round.

First Strikes

First Strikes are quick and decisive actions taken during the Surprise Round. With a First Strike you can strike quickly in the chaos before battle lines are drawn!
A First Strike can be any one Innate or Gear Technique, with the following caveats:

- First Strikes can't affect multiple enemies, and if they would normally affect multiple enemies, they're limited to just the one target. Otherwise, they ignore targeting restrictions and can reach any target.
- First Strikes can't have an associated cost, whether that's FP, SP or otherwise.

Whatever Technique they use, characters attacking with a First Strike don't roll any more dice. The Grades of Success they scored for Initiative are instead used for their Primary and Secondary Checks.

Free Actions and Reactions

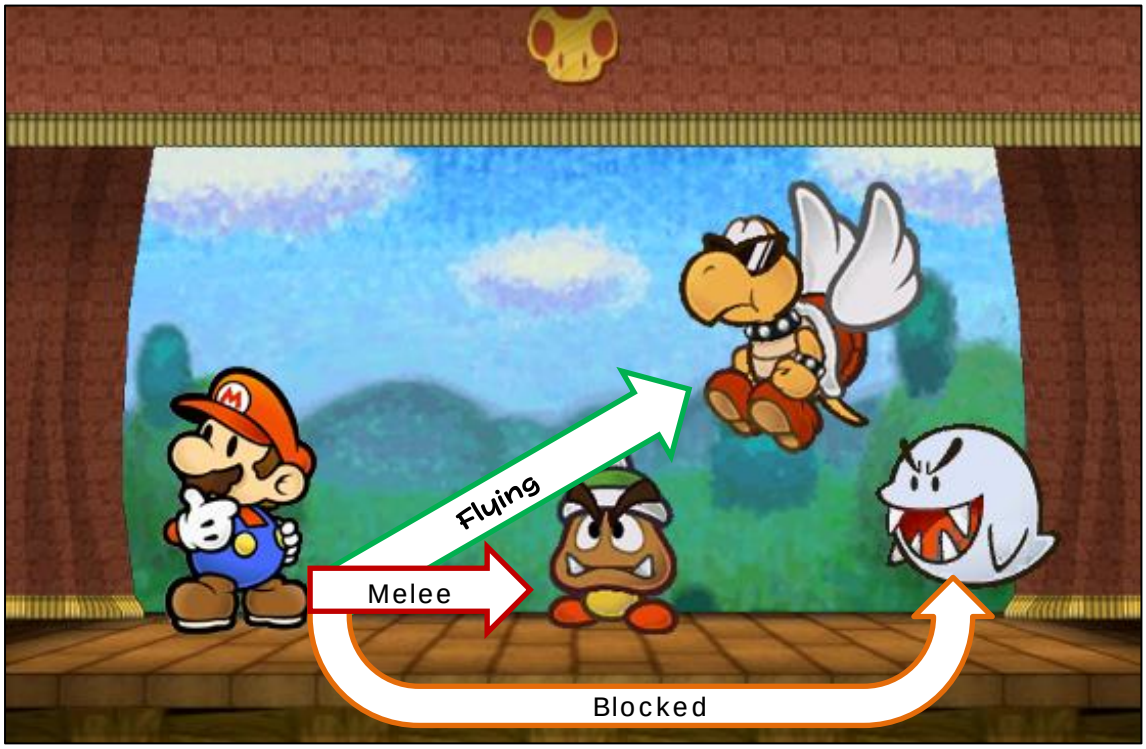
When the chips are down, players generally can't carry out more than one action on their turn. But there are cases where taking action is so straightforward, they don't have to think about it.
Whenever something calls for a reaction (such as *Guarding*), or a free action (such as *Charming* foes), players can carry it out and make any rolls necessary without using up their own actions.

Targeting

When targeting someone with a *Technique* or an *Item*, the first thing you need to consider is if they're an eligible target.
Most attacks are made in melee range. Line up your groups and imagine a line between yourself and the target – if there are no enemies in between you, you're in melee range and good to go!

If however a target is Flying or otherwise out of reach, they can't be targeted in melee and will generally require Ranged, Reach or Aerial Techniques. The good news is they're not able to block you off from other targets.

The same general rules apply to players – if you want to protect your teammates, you usually want to be standing in front of them, but it becomes harder to stop ranged or airborne attackers. If you need to get in front of your teammates, try *Swapping* positions.



Damage and Knockouts

Eventually, you're bound to take damage in a fight – you may even drop down to 0 HP and be knocked out!

Once you have 0 HP you're KO'd, and you can't really do anything; you can't block attackers from targeting allies behind you in melee, and you can't take actions on your turn.

Healing effects work like normal, but even if you restore your HP, you're still KO'd. But Life Shrooms, Revive and similar effects can perk you up and get you back into the fight, immediately!
If your turn would have passed by the time you get revived, you can take your turn immediately after revival.

Otherwise, you need a decent rest before you can get back up – or at least a 10 minute power nap. Typically these rests fully restore HP and FP.

You're bound to run into some terrifying beasts on your adventure. But don't be afraid! Be brave! Even if your Game is Over, you can always pick yourself back up and try again.

Techniques

Techniques are the myriad ways a character acts in combat, most often by attacking. Mostly characters get by with their Innate Techniques, which they learn over time, but they can access even more Techniques through *Gear*, *Badges*, *Magic* and even *Star Power*!

All Techniques start from the same basic template, functioning as either a single-strike or multi-strike attack:

Basic Attack (0 FP)
An ordinary single-strike melee attack.
Coordination:
Auto: [Power] DMG
Nice!: [2 x Power] DMG
(No Traits)

Basic Double Attack (0 FP)
An ordinary multi-strike melee attack.
Coordination:
Auto: [Power] DMG
Nice!: [Power] DMG x2
(No Traits)

Techniques require the user to make what's called a Primary Check in order to deal damage, which defaults to their Coordination. Other traits might add on a Secondary Check, which is rolled after a successful Primary Check.

As always, better results generate better opportunities. But unlike most other checks, the threshold for an attack's Primary Check can be so simple as to work automatically – succeeding without so much as a single success!

Your traits might raise the Primary Check's floor from an automatic success up to Nice and above, like so:

Unwieldy Attack (0 FP)
An unwieldy single-strike melee attack.
Coordination:
Nice!: [Power] DMG
Good!: [2 x Power] DMG
Unwieldy

Unwieldy Double Attack (0 FP)
An unwieldy multi-strike melee attack.
Coordination:
Nice!: [Power] DMG
Good!: [Power] DMG x2
Unwieldy

Bear in mind though that if a Technique doesn't earn enough Grades to achieve any result, or the Primary Check suffers a *Critical Failure*, it fails outright!

> **Example: Primary Conflict**
> A veteran Hammer Bro might have two attacks at their disposal; a simple hammer throw, and an unwieldy but devastating hammer whack!
> The throw has no traits modifying its required check, so it automatically works to deal damage equal to their Power. With a Nice result it can deal twice that!
> The whack is much more difficult; its traits have raised the required Grades four times! So a Great result deals damage equal to their Power, a Wonderful result deals twice that – and anything less fails outright!

Damage Calculation

Whenever a Technique would deal damage as part of a Strike, each Strike is modified by the user's Attack to get the Raw Damage.

Then, that damage value is reduced by the defender's Defense, any applicable Resistances they have and any other damage reduction they might have (such as a player's *Guard*), and that amount of damage is taken from the target's HP.

Importantly, your Attack can be negative too! In this case, the Attack value is taken out of the Raw Damage, which might reduce it right down to 0!

Strikes

A Technique can divide its potential damage up into any number of strikes.

- *Single-Strike*
  Single-Strike attacks can hit one target solidly. At a minimum they deal [Power] in DMG. Earning an extra Grade on top of that allows them to deal up to [2 x Power], and act as a Solid Hit.

- *Multi-Strike*
  Multi-Strike attacks split some of the force up between their hits, hitting the same target multiple times. Each Strike deals a portion of the attack's damage potential with each hit; as a general rule, each Strike should deal no more than [Power] in damage.
  The user Strikes once, then can make one more Strike for each additional Grade of Success earned, but the total base damage of the split Strikes can't be more than [2 x Power].

Taking damage at any point during a Technique (such as from a Contact Trait) interrupts and cancels the Technique. If a Strike caused the user to take damage, the Strike still resolves before the Technique ends, but no more Strikes can be made.

Solid Hits

A Solid Hit is a more reliable type of Strike that carries a little more weight than normal. Regardless of the user's Power, a Solid Hit always threatens at least 1 Raw Damage.
If the user has a positive Attack modifier, Solid Hits treat that Attack as doubled!
Unless otherwise specified, attacks with multiple targets can't deal Solid Hits; you simply can't focus well enough when dividing your attention like that.

Technique Traits

When defining Techniques you have a wide variety of Traits to modify them with, which either increase or decrease the Technique's final FP cost. If this reduces the FP cost to 0 or less, the Technique doesn't cost any FP!

Tech Defaults are especially useful here – you can add on one of your available Tech Default sets without modifying the FP cost at all!
Any Optional Tech Defaults which would apply can be added on as well without FP.
Required Tech Defaults must be added where they would apply, and don't modify FP.

Some Traits can be taken multiple times, layering together to enhance their effects. If two instances of the same Trait have different qualities (e.g. different elements, or targeted stats), count them as separate distinct Traits.
While you can stack as many Traits on a Technique as you please, there are limits to how much FP you can save with negative Traits. You can only save FP from 3 Traits at a time, plus one more Trait for every 2 of your levels.
Any other negative Traits you add contribute to the overall Technique's effect, but don't modify FP at all.

> **Example: Negative Traits**
> A level 1 Buzzy Beetle wants to begin play with a powerful 0 FP attack. They add Strong for 2 FP, Overrun for 3 FP and Divider for 3 FP, allowing them to cleave through a group of foes and break their formation apart.
> 8 FP is a lot to swallow, though. They can use up to 3 negative Traits to try and mitigate this cost.
> After much deliberation, they decide on Exhausting (-4 FP), Penalty (-2 FP) and Unwieldy (-2 FP), giving them an all-or-nothing attack that's difficult to execute, and leaves them Dazed afterwards.
> They could add more negative Traits if they really wanted, but they wouldn't be able to save any more FP from those Traits.

While you can describe a Technique in shorthand by referring to its Traits, in practice it's better to write out the full effect for your own reference – you may not always remember that a Piercing attack ignores Defense, or you may need to record how your Boost Technique works at different Grades of Success.

Don't be disheartened if all these Technique Traits are overwhelming; the sheer volume of choices and interaction between different Traits is enough to make anyone's head spin.
If you're having trouble creating your perfect Technique, talk to your GM about it and see what you can come up with together. These rules are a good starting point, but should never get in the way of a fun idea.

Trait Effects

Some Traits have similar functions which are referred to in shorthand, explained here.

[X]

This Trait can be chosen multiple times to strengthen its effects; additional instances are treated as the same singular Trait, but with effects varying based on how many times the Trait has been taken, [X].
If there's a limit on how many times it can be taken, this is referred to as the Cap; the total number of copies of that Trait active at any one time must always be equal to or less than the Cap.

[Secondary]

After the Primary Check is resolved, as long as it didn't fail and there's still a valid target, some Techniques have follow-up effects which require a Secondary Check.
Unlike Primary Checks, the minimum floor for a Secondary Check to proceed is a Nice result. The required skill is defined by your Traits – if a [Secondary] Trait lists multiple Skills, choose one of them when you first define the Technique, and if the Technique has multiple [Secondary] Traits, choose one skill to represent all Secondary effects.
In any case, you only roll one Secondary Check for all relevant effects. If multiple targets would be affected, they all suffer the consequences of the same Secondary Check.

[Approach]

This Trait modifies the way the user approaches their target(s). Generally, multiple [Approach] Traits can't be taken at once.

[Target]

This Trait modifies the available targets for this Technique in some way. Generally, multiple [Target] Traits can't be taken at once.

[Strikes]

This Trait modifies the way Strikes and damage are allocated in some way, making it fundamentally different from a Single-Strike or Multi-Strike Technique. Generally, multiple Strikes Traits can't be taken at once.

[Random]

This Trait features a random element. Multiple [Random] Traits can't be taken at once, unless otherwise specified.

[Slots]

This Trait includes Technique Slots, a smaller compartmentalised collection of Technique Traits. The exact number and nature of these slots depends on the Technique Trait.

Unless otherwise specified, Technique Slots calculate their FP cost separately from the overall Technique; rather than paying the FP cost of the slot, it's used to determine the Technique's FP cost.

When calculated in this way, each individual Technique Slot can benefit from the same number of negative traits that the Technique itself would, but can't benefit from any Tech Defaults.

For the purposes of [X] Caps and duplicating Traits, Slots ignore all Traits in other Slots.

Positive Technique Traits

Aerial (+2 FP) [Approach]

At the user's option, this Technique's Primary Check can use Athletics instead.
The user flies through the air to deliver this attack, striking from above. This allows them to hit targets from anywhere in the fight, though they may struggle to hit targets who are blocked in some way (e.g. under a low ceiling).
If the user is flying when they make an Aerial attack, they can Plummet as they make this attack.
Plummeting attacks are made at +1 Power, but require one more Grade of Success on their Primary Check.
Regardless of the outcome, the user becomes grounded after a Plummeting attack.

All (+3 FP) [Target]

This Technique affects all available targets, be they friend or foe, besides the user. At the user's option this can also include the Indirect Trait for no additional cost.

Allies (+2 FP) [Target]

This Technique affects all of the user's allies, but not themselves. At the user's option this can also include the Indirect Trait for no additional cost.

Alt-Cost (+2 FP)

Choose HP, SP or Coins:

- HP: This Technique spends HP instead of FP. It can't recover HP, and can't be combined with Blowback or varieties of Self that deal damage to the user.
- SP: This Technique spends SP instead of FP. It can't add SP to anyone's pool, though it can still generate SP for *Exceptional Techniques*.
- Coins: This Technique spends 5 Coins for every 1 FP it would cost. It can't steal Coins through Snatch, and can't cover an equivalent cost of more than 10 FP (for 50 Coins).

The effective FP cost can't be reduced lower than 1 FP by negative Traits while using Alt-Cost.

Bestow (+2 FP) [Secondary – Bully/Cheer/Knowhow/Magic/Trickery] [X]

The target temporarily acquires a *Personal Trait* of your choice, as if they were *Enchanted*, lasting for [X] turns. The exact Personal Traits added by this Trait are decided when this Trait is bought, and any special effects (such as an added Weakness) should be in line with similar effects.

If the trait requires an action or check to activate (such as to take flight with Fly), it uses your action, and the results of your Secondary Check.

Numerical values of the Trait (e.g. Resist, Contact damage, Status Level) are all set to 1, even if they would normally be higher.

For every additional Grade of Success, increase those numerical values by 1, to a maximum of [X].

The target must pay FP costs for their Traits as normal.

If this Technique doesn't have Variant, and it uses Cheer for its skill check, this effect can only be used to add positive Traits to allies (e.g. Fly).

Otherwise if it doesn't have Variant, and it uses Bully or Trickery for its skill check, this effect can only be used on enemies to add negative Traits (e.g. Weakness).

Boost (+2 FP) [Secondary – Cheer/Heal/Magic] [X]

The target's abilities are *Boosted* for [X] turns – the exact abilities affected by the Boost are decided when this Trait is bought.

For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

This Technique can also use the following skills for Secondary Checks, depending on the ability being Boosted:

- Attack: Athletics *or* Coordination
- Defense: Guard
- Dodge: Trickery
- Skill (e.g. Steady): The same Skill being Boosted

If this Boost Technique has an element, it also has the following effects depending on the ability Boosted:

- Attack: The target's attacks have the same element for the duration.
- Defense: The target's Resist for that element is Boosted, too.

Burst (+1 FP) [Strikes] [Target] [X]
This attack bursts either side of its initial target, reaching to strike the next [X] additional targets in front of them and the next [X] additional targets behind them, regardless of their elevation.
The initial target takes damage equal to [Power], or with an additional Grade of Success [2 x Power].
Each new target (in either direction) is dealt 1 less raw damage than the last; this can't reduce the raw damage below 0, so as long as the first strike could deal damage, the rest will deal at least 1 raw damage.
If it has no other element, the user can optionally give this Technique Element (Blast).

Charm (+2 FP) [Secondary – Magic/Persuade/Trickery] [X]
The target is *Charmed*, causing them to be easily persuaded, for [X] turns.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

An enemy Charmed is an enemy you don't have to deal with, and an asset to fight your enemies! Charm is an invaluable asset outside of combat, too – try using it to get past security, or negotiate a better deal.
Just don't be surprised if they're mad when your Charm wears off.

Coin Toss (+? FP) [Random] [Slots]

This Technique has 2 different Technique Slots, each assigned either Heads or Tails.
When you use this Technique, flip a coin. Only the Slot whose side comes up is active for this use of the Technique, and the other Slot's Traits are ignored.
The overall FP cost Coin Toss adds to your Technique is equal to the sum of the following:

- ½ of the highest positive FP cost in both Slots; if there's a tie, choose one.
- +1 FP for each Trait included in the Slot with the most Traits.
- -1 FP if one of the Slots is empty.
- If either Slot has a negative FP cost, take ½ of it away from Coin Toss' FP cost.

If after this Coin Toss would have a negative FP cost, you can treat it as a negative Trait instead.

> **Example: Heads or Tails**
> A gambling Shy Guy spins into a wild, uncontrolled kick!
> Essentially, they flip a coin; if it comes up Heads, they can add Strong to their kick! If it comes up Tails, though, they Exhaust themselves instead.
> With Heads, Strong would normally cost 2 FP, so that's +1 FP to the cost.
> With Tails, Exhausting would save -4 FP; so -2 FP overall.
> Both sides have the same number of Traits, so they add +1 FP for 1 Trait.
> The gambler's kick is so risky, it works out to 0 FP overall!

Counter (+2 FP) [X – Cap 3]

If this Technique has a Primary Check, it defaults to either Athletics or Steady.
Instead of the usual effect of this Technique, the target gains the damage and other qualities of this Technique (excluding Counter, [Approach] and [Target] traits) as a *Contact* Trait, either through some direct hazard or a counter-attack from the original user.
Ordinarily this Contact Trait persists until the next round, until it's triggered, or until the target takes damage.
Choose up to [X] of the following effects when you design this Technique:

- This Contact Trait persists for [X] rounds, +1 round for each Grade of Success earned on the Primary Check. The trait persists when taking damage, and can be triggered multiple time.
- This Contact Trait still activates when struck indirectly.
- The target is rendered *Secure* by their Contact Trait as they intercept and keep foes at bay. If their Secure state ends (e.g. by attacking), so does the Contact Trait.

Primary and Secondary Checks for this Technique are rolled once when the Technique is used. Whenever the Contact Trait is triggered, the effects of those rolls are applied to the attacker.

Confuse (+1 FP) [X] [Secondary – Bully/Magic/Trickery]

The target is *Confused*, causing them to behave unpredictably, for [X] turns.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

Daze (+1 FP) [X] [Secondary – Bully/Magic/Trickery]

The target is *Dazed* for [X] turns, preventing them from fighting back.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

Dazing an enemy stops even the most dangerous foes in their tracks! If you coordinate with your allies and make sure their attacks don't rouse the Dazed enemy, you can buy yourselves a lot of time.

Disarm (+1 FP) [X] [Secondary – Bully/Magic/Trickery]

The target is *Disarmed* for [X] turns, preventing them from using the targeted attack or Trait – the exact Traits (e.g. Tool) or manner of attack (e.g. jump attacks) affected by this status are decided when this Trait is chosen.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

Dismiss (+2 FP) [Secondary – Bully/Heal/Magic/Trickery]

For each Grade of Success, the user can choose one of the target's Statuses, their current Power-Up or a temporary Terrain affecting them.

- Statuses or Terrain: Reduce duration by -1 for each Grade of Success this Technique earned overall.
- Power-Up: The target must try to hold onto their Power-Up, as if they took damage; their check requires an additional Grade of Success for each Grade of Success this Secondary Check earned overall.

If this Technique doesn't have Variant, and it uses Heal for its skill check, this effect can only be used to remove negative effects from allies (e.g. Weaken, debilitating Terrain).
Otherwise if it doesn't have Variant, and it uses Bully or Trickery for its skill check, this effect can only be used on enemies to remove positive effects (e.g. Boost, Power-Ups, enhancing Terrain).

Disorient (+2 FP) [X] [Secondary – Bully/Magic/Trickery]

The target is *Disoriented* for [X] turns, reducing the effectiveness of all actions requiring their senses.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

Divider (+3 FP) [X] [Secondary – Bully/Magic/Trickery]

The target is cut off from their allies, separating into another distinct group for at least the next [X] full rounds – or until they can reasonably reconnect with the original group.
If there are multiple targets, they can be divided into separate groups, creating up to 1 other group for each additional Grade of Success and a maximum of [X] new groups.
If multiple targets are divided into the same group, they maintain their relative position and turn order in the new group.

Drain (+3 FP) [X – Cap 2]

This attack's Strikes heal the user an amount of HP equal to ½ the damage dealt to one of its targets; if [X] is 2, it heals that amount in HP instead.
As long as the Strike dealt damage, it heals a minimum of 1 HP.
Each additional target damaged by a Drain attack adds +1 HP to the total healing.

Element (+1 FP) [X]

This Technique carries up to [X] different elemental qualities, such as Fire, Ice or Shock. If it has multiple elements, they all apply at the same time.
Elements don't do anything on their own, but they can be useful in different situations.
Note that Immunities apply before Weaknesses, and Immunities and Weaknesses each overrule Resistances. So if one element would trigger an enemy's Immunity, the whole Technique does.

Empower (+2 FP) [X]

As long as this Technique's Secondary Check succeeds, it functions as if it had [X] additional Grades of Success.

Fear (+1 FP) [Secondary – Bully/Trickery] [X]

An affected target chooses between the below effects:

- They attempt to flee the fight.
- They become *Stunned* for [X] turns.
- Their Attack is *Weakened* for [X] turns.

For every additional Grade of Success increase the Status Level of a Status inflicted by this trait by 1, to a maximum of [X].

Flowery (+2 FP) [Secondary – Cheer/Magic] [X]

This Technique restores +1 FP to the target for every Grade of Success, to a maximum of [X] FP.

Group (+5 FP) [Target]

This Technique affects all targets in the chosen group. If targeting their own group, the user can choose whether or not it affects them too. At the user's option this can include the Indirect Trait.

Hearty (+1 FP) [Secondary – Heal/Magic] [X]

This Technique heals the target 2 HP for every Grade of Success, to a maximum of [X+X] HP.

Homing (+1 FP)

This Technique can't be *Dodged* and ignores the *Secure* Status. It can still be *Guarded* against.
If a target has any *Mirages* in battle, this Technique can ignore them to strike the target instead.

Hustle (+6 FP) [Secondary – Athletics/Cheer/Magic] [X – Cap 5]

The target begins to *Hustle*, giving them additional actions for the next [X] full turns; if you begin to Hustle during your turn, this effect doesn't apply until your next turn.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

Indirect (+2 FP)

This attack doesn't strike the target directly. The user is generally shielded from the consequences of the target's Contact Traits, though depending on the attack and the Contact trait there are exceptions.

Launch (+2 FP) [Secondary – Athletics/Bully] [X]

The target is launched across the battlefield after being attacked, flying through one valid target in the same group behind them (at the same elevation) for each Grade of Success. If they collide with a target with a relevant Contact trait, they stop flying and suffer the consequences of that Contact.
Each additional target hit during this launch takes damage equal to this Technique's Power, unmodified by the user's Attack; if the launched target has a relevant Contact trait, each new target suffers the consequences of that Contact.
A maximum of [X] targets can be launched by this Technique at once, with all launches being resolved simultaneously.
Afterwards, all targets return to their original position, if able – although in precarious fights, a solid enough launcher could shift the battlefield completely, or bring the fight to an early close.

Lengthen (+1 FP) [X]

The innate effects of this Technique which have a duration (e.g. Statuses, Minions, Terrains) last [X] more turns or rounds, as appropriate.
This does not impact effects generated from other sources, or after the Technique resolves (e.g. *Exceptional Techniques*, Weaknesses).

Lingering (+1 FP) [Secondary – Bully/Magic] [X]

The target suffers a *Lingering* burn, poison or other degenerative effect, for [X] turns.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

Lucky Hit (+? FP) [Random] [Slots]

This Technique has a rare special effect! Add a single Technique Slot to this Technique; its overall FP cost must be positive.
When you use this Technique, roll 1d6; the Lucky Hit Slot's Traits are only active if you roll a 6.
The overall FP cost Lucky Hit adds to your Technique is equal to the sum of the following:

- ⅓ of the overall FP cost.
- +1 FP for each pair of Traits included in the Slot, including copies of the same Trait.

> **Example: Lucky Critical**
> A roguish Swooper strikes from the shadows! Their attack has a 1 in 6 chance to land a devastating Lucky Hit!
> The Lucky Slot contains 4 instances of Strong, which would normally cost 8 FP.
> This cost is divided by 3 and rounded down, for 2 FP. Since it contains 4 Traits (two pairs), another +2 FP is added.
> Overall, this Lucky Hit costs 4 FP – half the usual cost!

Unlike other [Random] traits, you can combine Lucky Hit with Fumble. If the Technique has both traits, roll the same die once for both effects.

You know what they say; better lucky than good.

Minion (+3 FP) [Secondary – Bully/Cheer/Magic/Persuade] [Target] [X]
This Technique generates minions who obey your commands.
A successful use of this Technique earns 1 minion Tier, with additional Grades of Success earning one more Tier, to a max of [X] Tiers.
You can then allocate those Tiers to generate any number of minions of the same Tier, allowing you to summon one strong minion at Tier [X], or a combination of weaker minions at a lower Tier.

Generated minions join your group in any position you choose, and then become this Technique's target, taking on all other effects of this Technique (including damage, if applicable).

Importantly, you design your minions separately for each tier when you design this Technique. Your Tier 1 minions always use the same qualities, your Tier 2 minions will always use the same qualities to generate a different, more capable, minion, and so on.

> **Example: Goomba Stacking Minions**
> A Goomba monarch summons a horde of Goombas to serve as his minions! Their Technique has Minion x3, allowing them to summon up to Tier 3 minions. They've previously defined Tier 1 (requiring a Nice result) as a simple Goomba, Tier 2 (Good) as a Paragoomba and Tier 3 (Great) as a Big Goomba.
> With a Great result he can generate a Tier 3 Big Goomba!
> Alternatively he could generate a Tier 2 Paragoomba, or up to 3 Tier 1 Goombas. Because each generated minion has to be the same Tier, though, he wouldn't be able to generate another combination of 3 Tiers (like a Goomba and a Paragoomba).

Minions don't act during the round they're summoned, and persist for the next [X] full rounds. If they would have the Elevation, Fly or similar movement traits, they can be generated with these active with no further action required.

Minions follow your orders, acting in turn order as usual. They have one Innate Technique, and can reliably use their Personal Traits, but besides that they can't take on complicated tasks which would normally require a skill check (e.g. Crafts, Guard, Notice).

For those actions they can carry out, minions act as if they have a number of Grades of Success on all checks equal to their Tier.
Since they don't make checks themselves, they can't generate SP, and they're unable to hold or use SP themselves (even for *Exceptional Techniques*).

Each Tier of minion can allocate up to 5 times their Tier in points to any of the below qualities:

Health

Minions receive 2 HP for every 1 point assigned.
Just like regular characters, minions can't restore HP beyond their maximum. They begin with just 1 HP, with a cap of 5 HP times their Tier.

Combat Ability

Minions receive 1 Power or 1 Defense for every 1 point assigned.
Minions begin with 0 Power and 0 Defense, with a cap of ½ their Tier in either stat.

Technique Offsets

The minion's Technique has -1 FP cost for each point assigned.
The final FP cost must be 0 for it to be used, and can't be offset by traits like Alt-Cost.

A minion's Technique can have up to twice their Tier in positive Technique Traits and up to their Tier in negative Technique Traits, but [X] can never be higher than their Tier.

Since Minions don't roll Primary or Secondary Checks, they can't use traits which modify their required Grades – like Simple, Commitment, Lacking or Unwieldy. Traits which add or benefit from higher results – like Empower or Scaling – can still be used.

Traits

Minions acquire a new Personal Trait for every 2 points assigned, with a Trait cap equal to their Tier.
Any numerical effects (e.g. damage Resisted or HP restored) are limited to a cap of ½ the minion's Tier.

Distinct copies of the same Trait (e.g. Immune (Blast) and Immune (Fire)) must be paid for and added separately, and any effects of these Traits which need to be defined (such as an immunity that restores HP) are tailored to suit the minion – though they should always be similar in scope to existing Traits.

Minions can also add negative Traits (e.g. Weakness) without paying for them, with a negative Trait cap equal to their Tier. Each Trait added in this way offsets the cost of one of their other Personal Traits, making them free to add.

Minions can get pretty complicated. If you don't want to overthink things, a bunch of Tier 1 minions is usually just as good as one high Tier minion. Many hands make light work!

Overrun (+3 FP) [Target]

This Technique affects all targets in the target group at the same elevation, as long as the user can reach that height before attacking (such as by flight, elevation or even just jumping).

Piercing (+3 FP)

This attack ignores Defense, though it's still affected by Resistances and Immunities. It can still be *Guarded* against.

Provoke (+1 FP) [Secondary – Bully/Magic/Trickery/Persuade] [X]

The target becomes *Provoked*, causing them to focus their attention on a particular valid target (specified by you), for [X] turns.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X+X].

Quake (+3 FP) [Approach] [Target]

At the user's option, this Technique's Primary Check can use Athletics instead.
This Technique affects all targets in the chosen group (besides the user) in contact with the ground, wall or ceiling.
As a result, it also functions as the Indirect Trait and, if it has no other elements, has Element (Earth) and Element (Quake).

Ranged (+2 FP) [Approach]

This Technique's Primary Check defaults to Aim.
This Technique can affect its targets in battle without making contact, regardless of their relative position or other targets in the way.

Reach (+1 FP) [Approach]

This Technique can target flying and grounded enemies that aren't blocked by another target, as if the user was at their elevation. It still makes contact unless paired with Indirect.

Repeat (+3 FP) [Strikes]

The user repeatedly attacks with a flurry of blows. They strike once, then one more time for each additional Grade of Success earned.
The first Strike deals raw damage equal to [Power], to a minimum of 1 damage. Each successive Strike then deals 1 less damage than the last, to a minimum of 1 damage (as long as the last Strike dealt some amount of damage).
This damage penalty is applied after Attack, Defense and other resistances are factored in, so as long as the first strike deals damage, each follow-up hit will deal at least 1 damage.
There's no limit to the number of Strikes that can be made.

Revive (+10 FP) [Secondary – Heal/Magic]

The target is revived from their KO with 1 HP (in addition to any HP they would gain from this Technique), and if they haven't already acted this round, they can act during their turn or immediately after the user's turn (whichever would come later or be more appropriate).
If for whatever reason this Technique would deal damage, it's dealt after they're revived and healed, and the target can resist as normal.

Roulette (+? FP) [Random] [Slots]

This Technique has 6 different Roulette Slots of Technique Traits, each with a different number between 1 and 6 assigned to them.
When you use this Technique, roll 1d6. Only the Slot whose number is rolled is active for this use of the Technique, and all other Roulette Slot Traits are ignored.
The overall FP cost Roulette adds to your Technique is equal to the sum of the following:

- The highest FP cost in all your Roulette Slots (to a minimum of 0 FP); don't factor in the FP cost for any other Slots.
- +1 FP for each pair of Traits included in the Roulette Slot with the most Traits (both positive and negative).
- For each Slot with a negative FP cost, take ½ the FP cost of that Slot or -1 FP (whichever reduces FP more) away from the total.

If after this Roulette would have a negative FP cost, you can treat it as a negative Trait instead.

> **Example: Elemental Roulette**
> A Magikoopa conjures a blast of prismatic energy, shifting between 6 different elements at random.
> Each Roulette Slot has a different Element Trait, but no other Traits.
> The magician only has to pay for one of those Roulette Slots (costing 1 FP).
> They only have one trait per slot, so they don't have to add any more FP to the cost!
> Thus, Roulette would add +1 FP for one Element, instead of the +6 FP normally paid for each Element added together.

Why settle for one versatile and useful Technique when you could have six useless gimmicks that you have no control over?
The Roulette spinner's world is limitless.

Safe (+2 FP)

This Trait can only be applied to multi-target attacks. The user and their allies are shielded from the negative consequences of this attack (e.g. damage).

Scaling (+3 FP)

When resolving this Technique's Primary Check, once the maximum result is earned each additional Grade of Success beyond that point increases its Power by +1. This additional Power cannot be used to increase the number of Strikes.

Can't be combined with Techniques with no effective maximum (e.g. Repeat, Sequential).

> **Example: Devastating Scaling**
>
> A single-strike 1 Power hammer whack can deal a maximum of 2 DMG with a Nice result; in which case, Scaling would start to add Power with Good results and above, adding +2 damage at each step.
>
> A multi-hitting 2 Power slap attack would typically max out with 4 Strikes, each dealing 1 DMG, with a Great result; Scaling could still add Power and increase the total pool of damage dealt, but it can't add Strikes. So a Wonderful result might add +1 DMG to 2 strikes, an Excellent result might add +1 DMG to 2 other Strikes, and so on.

Secure (+4 FP) [Secondary – Guard/Magic/Trickery]

The target becomes *Secure*, rendering them completely immune to most Techniques targeting them for 1 turn; if this Technique would deal damage to or inflict status on the target, those effects take priority first.

Selective (+1 FP) [Target]

This Technique can target any one foe at the same elevation as the user, regardless of blocking or their relative position.

Sequential (+1 FP) [Strikes] [Target]

The user Strikes their target once, then moves to and attacks the next foe behind them with another Strike. Each additional Grade of Success adds another target and another Strike in the same manner.

Each Strike deals [Power] damage. Each target is struck one after another, and can be attacked in melee even if they would normally be blocked by a previously struck foe.

Shared (+1 FP)

The user can share in all or part of the effects of this Technique's Secondary Check, as if they were targeted by it. If the Technique would have targeted them anyway, they don't receive any additional benefit; they're only added as a target.

Simple (+2 FP) [X]

This Technique is easier to use, acting as if it scored [X] additional Grades of Success on the Primary Check; if the maximum effectiveness can be reached with only those Grades, then the user can choose to forego their roll for the Primary Check.

Snatch (+2 FP) [Secondary – Bully/Trickery]

Based on the number of Grades of Success, you can choose to take one of the following from the target (if they have something to take):

- *Nice!*: 1d6 Coins for each Grade of Success.
- *Good!*: A small Item
- *Great!*: A large Item
- *Wonderful!*: An equipped Item, such as a Tool or a Badge

If multiple targets would be affected by this Technique, you can attempt to steal from each of them by dividing the total Grades of Success between all applicable targets.

Players can *oppose* this check with Athletics, Coordination or Steady.

> **Example: Multi-Snatch**
> An Overrun Snatch that affected three targets with a Wonderful result could assign two Grades of Success to one target (stealing a small Item), and split up the remaining two Grades of Success to steal from the other targets (stealing 1d6 Coins from each).

A little bit of tactical thievery can go a long way over the course of an adventure. You never know what cool items you could be missing out on!

Spillover (+2 FP) [Target]

This Technique initially targets a single valid target. If one of its Strikes deals enough damage to KO its initial target, you can re-allocate the excess damage and any additional Strikes to another valid target.

Continue on until all of this Technique's raw damage and Strikes have been allocated.

If a Strike from this Technique would be a Solid Hit, all damage allocated once it spills over is still treated as a Solid Hit.

Split (+2 FP) [Slots]

This Technique can include any number of Technique Slots; any slot added by this trait is treated as a Split Slot. Unlike other [Slots] Traits, the traits included in a Split Slot are calculated exactly as if they were outside that slot; they contribute to the Technique's FP cost and can include Tech Defaults, as normal.

Any Trait or Strike left outside of a Split Slot is directed at the Technique's original target(s).

Each Split Slot can include its own [Approach] and [Target] traits, and one or more of the Technique's Strikes can be allocated to that slot. If a Split Slot has no [Approach] or [Target] traits of its own, it defaults to the same targeting options as the main Technique.

Whenever you use this Technique, your Split Slots and the main Technique resolve in order, allocating targets as you direct.

The exact order everything resolves is defined by you when you design this Technique. Any Primary or Secondary checks required are shared between Split Slots, as normal.

A Split Slot can't contain the Harmless Trait; but if it has no Strikes it deals no damage, exactly as if it was Harmless.

> **Example: Splitting your Harming and Healing**
>
> Split gives you a lot of versatility in designing your Techniques; for a simple example, you could deal damage to a foe while healing your allies!
>
> To do this with Split, you would need to include the traits Hearty and Allies, then assign them to a Split Slot. You want the healing to trigger after you make your attack, so you have the bulk of the Technique resolve first, then the Split Slot afterwards.
>
> The Technique could then be used to attack a single target in melee (as normal for a Technique without a [Target] trait). Afterwards, your allies would receive the HP recovered from Hearty!

Strike-Through (+1 FP) [Strikes] [Target] [X]

This attack pierces past its initial target to strike the next [X] additional targets at the same elevation.

The first target takes [Power] damage, or [2 x Power] as a Solid Hit with an additional Grade of Success.

The attack then repeats with a Strike on up to [X] valid targets behind the first, at the same elevation.

Each new Strike deals 1 less raw damage than the last; this can't reduce the raw damage below 0, so as long as the first strike could deal damage, the rest will deal at least 1 raw damage. If the initial strike was a Solid Hit, the subsequent Strikes are too.

Strong (+2 FP) [X]

This Technique has +[X] Power.

Stun (+2 FP) [X] [Secondary – Bully/Magic/Trickery]

The target is *Stunned* for [X] turns, stopped dead in their tracks.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X+X].

Swap (+1 FP) [X] [Secondary – Bully/Coordination/Magic/Trickery]

The target swaps position with another target in the same group as you direct, maintaining their current elevation where possible. The second target can't be further away in group order than 1 space for each Grade of Success, to a maximum of [X] spaces away.
If this Technique affects multiple targets, each target can only be swapped once.

Terrain (+3 FP) [Secondary – Crafts/Magic] [X]

The environment around the target shifts for the next [X] full rounds, causing a *Terrain* to form around them. The exact Terrain this Technique causes is chosen when this Trait is bought.
For every additional Grade of Success, increase the Terrain Level by 1, to a maximum of [X].
If the target is already in a similar Terrain (e.g. both Terrains are Weathers), the new Terrain overrides the old one for the duration.

Throw (+2 FP) [Target] [Strikes] [X – Cap 2]

At the user's option, this Technique's Primary Check can use Athletics instead.
The target is bodily hurled into the next available target. Both targets are struck at once, and trigger any Contact Traits the other target has.
Each target takes [Power] damage, or [2 x Power] as a Solid Hit with an additional Grade of Success.
If this Technique has a Secondary Check that would affect the original target, it affects the new target as well.
If [X] is 2, you can aim the target as if with the Ranged Trait, and can use Aim as the Primary Check.

Tool (+1 FP)

This Technique relies on a hand-held tool, such as a hammer or staff, and can't be used if the appropriate equipment isn't available. As a result it also has Indirect *or* Ranged, at the user's option.

The *Basic Gear* used for these Techniques don't cost anything during character creation, but they take up an inventory slot, and replacements may need to be bought. Ammunition isn't tracked; if a Tool is represented by a large number of disposable equipment (such as throwing weapons), one Tool is enough to represent the user's supply.

Built-In Tools (used by *Constructs*) are functionally the same as Tools, but are built into the user's body. They still take up an inventory slot.

Tools are the easiest way to keep your distance in a fight. If you don't want to dedicate a Technique to a simple attack, why not try picking up some Gear?

Tutor (+1 FP) [X] [Secondary – Bully/Cheer/Knowhow/Magic]

Choose up to [X] of this Technique's Traits; multiple instances of a Technique (e.g. Lingering x2) must be selected individually (requiring you to select both instances of Lingering).

Those Traits have no effect on this Technique, and the target instead becomes *Tutored* in their use for [X] turns; for each additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

Depending on the exact nature of the Traits being Tutored and how the tutelage is carried out, you may also be *Disarmed* when trying to use relevant Techniques for the same duration (e.g. if you Tutor someone in Tool by handing them your equipment).

If the Tutored Traits are negative, any FP that would be saved by them instead becomes a positive value (e.g. Unwieldy goes from -2 FP to +2 FP).

If this Secondary Check uses Cheer, you must include at least one positive Trait, and if it uses Bully, you can't include *any* positive Traits.

Underfoot (+2 FP) [Approach] [Target]

At the user's option, this Technique's Primary Check can use Athletics instead.
This Technique comes from the ground, affecting all targets in the target group in contact with the ground, besides the user. As a result it also functions as the Indirect Trait and, if it has no other element, has Element (Earth) and/or Element (Quake).

Variant (+1 FP) [X – Cap 2]

You may choose a different skill to use for either your Primary or Secondary check for this Technique.

Versatile (+3 FP) [X] [Slots]

This Technique has up to [X] different Versatile Slots full of Technique Traits. Track the FP cost of each Versatile Slot separately.
When you use this Technique, you can choose one of your Versatile Slots. Only the chosen Slot is active, and the Technique's FP cost is temporarily modified by that Slot's FP cost. All unchosen Versatile Slots are ignored.

> **Example: Versatile Casting**
>
> A Shaman from the mountains has mastered a magical Technique which turns the might of the mountain upon their foes, using two Versatile Slots. The overall Technique has Element (+1 FP); now even if they don't choose a Versatile Slot, their Technique still innately deals Earth damage. The cost of each Versatile Slot must also be paid (+6 FP), and they choose to add Variant (+1 FP) to rely on their superior Magic skill.
> At first level they have access to 3 negative traits to save FP, so they add Unwieldy x2 (-4 FP) and Commitment (-2 FP), for a base cost of 2 FP.
> In the first Slot they add All (+3 FP), Strong x2 (+4 FP) and Blowback (-4 FP), for a total of +3 FP – representing boulders raining down.
> In the second Slot they add Underfoot (+2 FP), Piercing (+3 FP) and Exhausting (-4 FP), for a total of +1 FP – representing geysers bursting out from underneath their enemies.
> Even though they used 3 negative traits earlier, each Slot has the same limit of 3 negative traits, allowing them to save even more FP on each Slot!
> The end result is a Technique which can strike one foe in melee (2 FP), rain boulders from above (5 FP) or strike with geysers from below (3 FP).

Weaken (+2 FP) [X] [Secondary – Bully/Magic/Trickery]

The target's abilities are *Weakened* for [X] turns – the exact abilities affected by the Weakening are decided when this Trait is chosen.
For every additional Grade of Success, increase the Status Level by 1, to a maximum of [X].

If you're confident you can hit your targets, Scaling and Strong combo well with Unwieldy to make your attacks much more powerful! Consider adding these traits on as you level up and get better at making checks.

Negative Technique Traits

Blowback (-4 FP)

After finishing this attack, the user loses HP equal to ½ the Raw Damage this attack would deal to a single target; if there's a range of different damage totals, refer to the highest Raw Damage potential possible.
If this attack would affect the target with a Secondary Check the user is affected as well, though they can resist with Steady as normal.
The user's HP loss can't be resisted in any way (including Defense, Safe or Secure) and ignores the user's Weaknesses, Resistances or Immunities.
This Trait cannot be combined with Harmless or Self.

Commitment (-2 FP) [X – Cap 2]

Choose Primary Check or Secondary Check:

- Primary: This Technique's Primary Check fails unless its maximum possible effectiveness is achieved, and no higher roll is possible.
  Can't be combined with Traits that have no functional maximum (e.g. Repeat, Scaling, Sequential), or Techniques without a useable reduced state (e.g. 0 Power).
- Secondary: This Technique's Secondary Check only works if the maximum possible result is achieved.
  You can't combine this effect with a Secondary Check that only has one potential outcome, (e.g. Nice with no benefits for a Good result), or a Team effect which has no additional benefit for extra successes.

The Technique must have a Primary or a Secondary Check in order for Commitment to be applied to either.

Conditional (-1 FP) [X]

Choose up to [X] of this Technique's distinct Positive Traits; they only function in specific circumstances (e.g. midair, underwater), or against specific targets (e.g. Goombas, sleeping targets). If the Trait has multiple instances, this condition applies to all instances of that trait, and the specific circumstances are defined for each Trait separately.
Otherwise, the Technique continues to function.
The circumstances don't need to be extremely rare but they can't be so common as to almost always be applicable for the user (e.g. "enemies that can breathe").
Can't be combined with Situational effects involving the same circumstance.

Cooldown (-1 FP) [X – Cap 5]

This Technique can't be used again until [X] of the user's actionable turns (i.e. turns where they otherwise could have used this Technique) have passed, counting from the next turn.

Delayed (-2 FP) [X – Cap 5]

This Technique doesn't take effect immediately, instead being executed [X] rounds after it was used as a free action at the end of the round.
Targets are declared, FP is spent and checks are rolled when this Technique is first used.
If the target is invalid when the Technique is executed, it either targets the same area (if a valid target has taken the initial target's place), or fails.
Instead of swapping with their allies, if a targeted character would swap under their own power, they can move the targeted space for this Technique the same distance – and can even move it outside of their group to completely dodge it.

Drip-Feed (-1 FP) [X – Cap 5]

This Technique takes time to reach its full effect, instead dividing its Status Levels, HP restored and FP restored evenly over the course of the next [X+X] turns for all targets.
Status Levels added on in this way are compounded with the existing Status, allowing it to gradually grow stronger without impacting the duration.
If a target loses the effect of one of the Technique's Statuses before it reaches its full potential, the Status ends, and no more Status Levels are added on from this Trait.
The Technique must have at least one effect (e.g. HP, FP or Status Level) with a value of [X+X] in order to stretch it out to that extent. If one of those effects is completely dealt out before [X+X] turns are up, stop assigning that effect to targets.
If its effects can't be divided evenly, allocate any remainders to the first turn.

> **Example: Gradual Boosting with Drip-Feed**
> Drip-Feed allows you to regenerate over time or slowly build up the effects of your Technique.
> For instance, a Boost (4) Status could be divided across four turns with Drip-Feed x2; providing Boost (1) upfront, Boost (2) the next turn, then Boost (3) and finally Boost (4).
> A shorter burst could be made with Drip-Feed x1, providing Boost (2) upfront, and Boost (4) the following turn.

Exhausting (-4 FP) [X]

The user can't take any more actions for [X] turns. They can still talk, move around (without changing position), take part in other characters' actions (such as Team Techniques and swapping with Coordination) and react freely.

Fumble (-? FP) [Random] [Slots]

This Technique has a rare chance to backfire. Add a single Technique Slot to this Technique; its overall FP cost must be negative.
When you use this Technique, roll 1d6; the Fumble Slot's Traits are suppressed, as long as you don't roll a 1.
The amount of FP Fumble takes off of your Technique is equal to ⅓ of the Fumble Slot's FP cost.

> **Example: Fumbled Attack**
> A Hammer Bro swings with a devastating melee attack – but their hammer is so heavy, it has a 1 in 6 chance to Fumble!
> The Fumble Slot contains Harmless, and 6 instances of Penalty (Disarm (Tool)), which would normally save -9 FP.
> This cost is divided by 3, for -3 FP.
> When the Hammer Bro fumbles, they're unable to swing – and worse, they lose their grip on their hammer!

Unlike other [Random] traits, you can combine Lucky Hit with Fumble. If the Technique has both traits, roll the same die once for both effects.

Harmless (-3 FP) [Strikes]

This Technique doesn't deal damage at all; it includes no Strikes, isn't affected by Attack and has no Primary Check, instead skipping to the Secondary Check (if applicable).
Since it has no need to physically strike at the target, it can also include the Indirect Trait at the user's option for no added cost.
This Trait can't be combined with Weak, or added to Split Slots with Split.

Lots of iconic moves are best represented with Harmless effects! The option to trade away damage does a lot to mitigate expensive FP costs when you're stacking lots of traits.

Lacking (-1 FP) [X]

Choose one of this Technique's distinct Positive Traits; it needs [X] additional Grades of Success in order to function, and is inactive if that threshold isn't met. If that Trait has multiple instances, this Lacking effect applies to all instances of that trait.
If you have multiple instances of Lacking targeting different traits, you can split the additional [X] Grades of Success between them freely.
This Trait can't save more FP than the target Trait's total FP cost.
This Trait can't be added if it would raise the minimum floor for the overall success of relevant checks.

> **Example: Lacking Status**
> If a Technique had both Lingering x3 and Daze x2, you could add Lacking (Daze) to require a Good result or higher for Daze to function. You couldn't then add Lacking (Lingering), because then the Secondary Check would require a Good result at minimum.

Limitation (-? FP)

The positive effects of this Technique and the way it's used are restricted in some way not easily represented through other traits, such as to restrict *Exceptional Technique* use, consume some of their Items for each use, or to force the user to make certain choices they wouldn't normally have to define. The exact amount of FP saved depends on the nature of this limitation and is ultimately up to the GM to decide on a case-by-case basis.
-2 FP is recommended for most limitations, but especially harsh limitations might warrant a bigger discount. On the other hand, particularly lax limitations might be worth just -1 FP, if they qualify at all.

While there's a lot of variety in Technique Traits, sometimes when you're going for a specific niche, it's difficult to get the effects just right.
Limitations can help bridge this gap, but by their nature they're extremely open-ended. Be sure to discuss this trait with your GM first!

Others (-1 FP) [Target]

This Technique can only be used on one other willing target (e.g. allies), and not the user or their enemies.

Penalty (-2 FP) [X – Cap 3]

Choose up to [X] negative Statuses when you add this Trait (e.g. *Confused*, *Dazed*, *Disarmed*, *Disoriented*, *Lingering*, *Provoked*, *Stunned* or *Weakened*).
After this Technique resolves, you receive those Statuses with no opportunity to resist. The Status Level and duration of each Status added must add up to at least [X+X+X+X], and their duration is unaffected by Shorten.
If you choose a Status you have an Immunity to, this effect bypasses that Immunity.
You can reduce this Status with Steady in later turns, as normal for any Status.

Self (-? FP) [Target]

This Technique can only be used on the user.
If this Technique has Counter or Harmless, or if this trait is contained in a Split Slot with no Strikes, this trait is worth -1 FP.
Otherwise, this trait is worth -2 FP for each point of Power in this Technique (after applying other Traits), and the user can't bypass or otherwise resist its damage through Immunities, Resistances, Secure or any other effect.

Shorten (-1 FP) [X]

The effects of this Technique last for [X] less turns/rounds, to a minimum of 1. This Trait can't be added if it would have no further effect on the Technique's duration (e.g. if all durations are already reduced to 1 turn).

Side-Effect (-2 FP) [X – Cap 3]

Choose up to [X] positive Statuses when you add this Trait (e.g. *Boosted*, *Hustled* or *Secure*).
Before this Technique resolves, regardless of its check result, all targeted enemies receive that Status. The Status Level and duration of each Status added must add up to at least [X+X+X+X], their duration is unaffected by Shorten, and the Status Level can't exceed the maximum allowed for the Status (e.g. Secure can't go beyond Status Level 1).
Any Status added with this Trait must be impactful and useful to a general enemy; Boost (Attack) would be fine for most cases, but something like Boost (Knowhow) would generally be too niche and require GM approval.

Situational (-? FP)

Choose one:

- For -2 FP, choose one or more Common Situations which you might be reasonably expected to face, such as while in a specific State or while on the ground.
  In those situations the Technique can't be used.
- For -4 FP, choose an Uncommon Situation which is (typically) outside your control, such as while underwater or while the target is at full health.
  This Technique can't be used at all outside of that situation.

Depending on the circumstances, a Situational attack may even be able to work when any other attack would be impossible – like an attack that only works while sleeping!

Can't be combined with Conditional effects involving the same circumstances.

Shady Koopas are infamous for their tricky backspin! Turning a weakness into a strength can make for a truly memorable Situational attack.

Team (-2 FP) [X] [Secondary – Coordination/Cheer]

This Technique requires the user and [X] other allies to roll for this Technique's Secondary Check first, before the Primary Check is rolled; if any participant's roll fails to meet the Secondary Check's minimum requirements, the Technique fails.

Otherwise, you can use the result of any other participant's Secondary Check in place of your Primary Check and/or your Secondary Check.

If you replace your Primary Check in this way, don't roll for your own Primary Check.

For the purposes of *Exceptional Results* and *Exceptional Techniques*, the user makes all decisions, but any generated SP goes to the character who made the check, and only the checks used for the final Technique can generate SP.

Team Techniques aren't just a good way to save FP – they're also a great way to combine your strengths and connect with your allies! A team that fights together, stays together!

Unwieldy (-2 FP) [X]

This Technique requires [X] more Grades of Success to function; you can apply these additional requirements to either its Primary or Secondary checks freely.

Weak (-2 FP) [X – Cap by Power]

This Technique has –[X] Power. This Trait cannot be combined with Harmless, and cannot reduce Power lower than 0.

It can be tempting to only rely on the safest negative traits you can find, but there's a lot of fun flavour to be found when you work with some restrictions. Don't just look at them as a way to save FP, but as a key part of your Technique's stylistic flair!

Star Power

Players can call on the favour of the Stars to get one up on the competition. Players can have up to 10 SP at a time, or more if their maximum SP increases, but they begin each session with 0.
Allied players can share their SP with one another at-will, as long as they're nearby and able to support one another.

In addition to fuelling certain rare and powerful artifacts, SP can be used on the following special abilities:

- *Try Again*
  By spending 5 SP, the Stars can smile on you and give you a second chance! When you do this, you can pick up and re-roll any number of dice. You can even use this ability on someone else's dice, to re-roll an enemy's Status check, or to re-roll your own Critical Failure! As long as the dice result is open information, it's fair game.
  You can use this ability at-will, as often as you like. You can pick up any number of dice as part of the same attempt, but all re-rolled dice must be rolled at the same time.

- *Exceptional Effort*
  By spending 5 SP, you can give yourself a sudden burst of inspiration with Exceptional Effort!
  You can use this ability at-will, whenever you would make a check, to receive an additional Grade of Success. Multiple uses can be stacked together to add even more Grades of Success!

- *Second Wind*
  By spending 5 SP or more, you can rally yourself for a Second Wind!
  As an action, you can roll 3d6 for every 5 SP spent; divide the total result up into HP and FP, and recover that amount instantly!
  You can use this ability whenever you would normally be able to take an action, even if you're currently KO'd!
  Healing with a Second Wind still doesn't let you recover from a KO'd state, though it can put you in a better position to act once you recover.

- *Improvised Techniques*

  By spending 5 SP or more, you can inspire an Improvised Technique! It has to make sense and be something you or your allies could reasonably accomplish, but otherwise, the sky's the limit!

  You can use this ability at-will to develop a brand new Technique! If you do this during your turn, you can immediately use that Technique as an action without spending any more SP.

  For the rest of the encounter or scene, you and any nearby allies can use that Technique as an action by spending ½ the SP you spent to improvise it.

  When designing an Improvised Technique, the final effective FP cost can't be more than ½ the SP spent. You can include:

  - 1 of your available Tech Default sets; as per usual, this doesn't affect the effective FP cost.
  - Any applicable Optional and Required Tech Defaults you have; Required Tech Defaults must be included, as per usual, but neither affect the effective FP cost.
  - Up to one positive and up to one negative Technique Trait for every 5 SP spent.

    Each new Trait added has to be distinct and unique; you could include multiple variations on Boost, but not multiple instances of Strong.
  - If any of the included Traits can be taken multiple times, you can add up to one extra copy for every 5 SP spent.
  - No matter what, the Improvised Technique can't restore HP, FP or SP.

  When you or anyone else uses the Technique, they don't spend any FP or even roll for it! For every 5 SP used to design a Technique, its Primary and Secondary Checks automatically earn a Grade of Success.

> Example: A Dash of Inspriation
>
> A Pianta is confronted by a gang of flying Lakitus! With their Goomba ally KO'd, and no Aerial or Ranged Techniques, he has no choice but to run – or so it would seem.
>
> By spending 10 SP, the Pianta can improvise a truly impressive Technique! They include Strong as a Tech Default, then add two additional Traits from their SP – Ranged, and Strike-Through.
>
> The end result is a Technique with Strong, Ranged and Strike-Through x2 (which is added twice, because of the SP spent). This would normally have an effective FP cost of 4 FP, barely less than the 5 FP limit they had to work with!
>
> With a mighty shotput hurl, they immediately launch their Goomba pal through as many Lakitus as possible!

Exceptional Techniques

While *Exceptional Results* are often their own reward, they can take on new meaning in the heat of battle, allowing you to slightly tweak the Technique you're using.
When your Primary or Secondary Check generates SP, instead of adding it to your SP pool, you can spend it on these options at-will.

Primary Checks

- 1 SP: Add +1 DMG to one of this Technique's Strikes.
- 1 SP: This Technique gains or loses an instance of one of the following Traits, if it would be appropriate to do so:

Aerial	Burst	Element	Indirect
Launch	Ranged	Reach	Selective
Strike-Through	Throw		

Delayed

- 2 SP: Increase both the duration and Status Level of one of this Technique's existing Statuses by 1 each.
- 2 SP: This Technique gains or loses an instance of one of the following traits, if it would be appropriate to do so:

Homing	Sequential

Blowback

- 3 SP: This Technique adds a new Status onto either the user or their targets with no check required, lasting 1 turn at Status Level 1.
- 3 SP: This Technique gains or loses an instance of one of the following traits, if it would be appropriate to do so:

All	Overrun	Piercing	Sequential

Exhausting

- 5 SP: This Technique gains or loses an instance of one of the following traits, if it would be appropriate to do so:

Group

Secondary Checks

- 1 SP: Increase both the duration and Status Level of one of this Technique's existing Statuses by 1.
- 1 SP: If this Technique would restore HP or FP to the user and/or their targets, it restores an additional +1.
- 1 SP: Choose a Status; this Technique dismisses that Status from the user and/or their targets. For the purposes of this effect, variations of the same Status (e.g. Boost, Tutor, Weaken) count as different Statuses.
- 2 SP: This Technique restores either +1 HP or +1 FP to the user and/or their targets.
- 2 SP: This Technique adds a new Status to the user and/or their targets with no check required, lasting 1 turn at Status Level 1.

> **Example: Exceptional Techniques**
> A Goomba attacks with an *Excellent* headbonk against a mighty dragon!
> Ordinarily, they'd land two Strikes for 1 DMG each, but they decide to use some of the 5 SP they'd normally gain to pump it up a little.
> They choose to deal more damage across their strikes, paying 2 SP to boost damage by +2.
> Then, they inflict a light Stun for 3 SP.
> The end result is a headbonk that deals 1 DMG, then 3 DMG, and Stuns the enemy for 1 turn at Status Level 1.

Don't forget about your Star Power! Unspent Star Power won't do you any good. The blessings of the Stars keep all adventurers safe, and are an excellent way to get past troublesome foes.

Example of Play

Now if we put it all together, we can present an example of how a session works in Paper Story. For this example we'll be following the adventures of a group of three – Kelly the Koopa, Buster the Bob-Omb and Squinch the Squeek.

> GM: Okay gang, when we last left off you were lost in the wild jungle of Keelhaul Key. The sun is starting to set and your rations are just about gone. Any bright ideas?
>
> SQUINCH: I remember I tried sniffing out the shore last time... that didn't work out.
>
> BUSTER: If we follow the sun we'll eventually reach the shore, right?
>
> GM: That would work, but the jungle is very thick. You'd need some way to blitz through the underbrush.
>
> KELLY: Well my claws are pretty sharp, can't I just hack through?
>
> GM: That would work, it'd be a messy job though. It sounds like an Athletics check to me.
>
> KELLY: Can I add my specialisation in Brute Force?
>
> GM: Yeah, I can see that working, go for it.

The rest of the team sit back and wait to see how Kelly handles things.
Kelly rolls 2d6 for her Athletics, plus 1d6 for her Brute Force specialisation. She rolls a 5, a 3 and a 2; one Grade of Success.

> KELLY: Okay that's a Nice... I have three Heart, so I'll nudge my 3 into a 4 for another Success... I can nudge the 2 into a 4 as well but that would still only be Good, right?
>
> GM: Yeah, Good is good though. So Kelly starts ripping and tearing, and pretty quickly you've established a path. She's making quite a bit of noise in the process.
>
> KELLY: Woo!
>
> BUSTER: That noise is probably going to attract some trouble, though. Do we notice anything?

GM: Kelly's a little too into it to hear much of anything right now, but yeah, maybe you guys should make a Notice check.

Buster and Squinch make their checks. Squinch includes his specialisation in Scent – normally he'd ask the GM, like Kelly did, but they've been doing this for a while and he pretty much always follows his nose. It's easier in this case for the GM to say when he can't use it instead.

BUSTER: I've got a 4, and two 5's... If I nudge a 5 up to a 6 I can roll one more, that's a 2... I've got 2 Spirit left though so I can just nudge that up to a 4. All together that's 4 Successes, Great!

SQUINCH: 5 Successes for me, so Great too.

GM: Very nice. Buster, you can hear something rustling around in the jungle that's not coming from Kelly's work... sounds like it's behind you. Squinch, you can smell the putrid too-ripe scent of poison plants.

SQUINCH: Piranha Plants, maybe?

BUSTER: I'll quietly get Kelly's attention, we need some muscle.

SQUINCH: I'm going to go ahead and hide myself if that's okay, I have a Stealth specialisation.

GM: Yeah, we'll count that for your Initiative. A trio of slithering Putrid Piranhas burst out from the bushes behind you! Buster and Kelly I'll need Athletics from you, Squinch you can use your Trickery.

The GM adds three small figurines to the table to represent the enemies. While the team rolls their Initiative checks, the GM looks over his notes on Putrid Piranhas.

KELLY: Easy, I've got 2 for a... Good! Right?

SQUINCH: Yeah that's right. I've got 4, so Great!

BUSTER: Uhh, this isn't good. No successes from me.

KELLY: It's okay! We'll get the drop on these guys. It'd be either me or Squinch who can attack now, right?

GM: Yep, you can attack on your own. Squinch could technically attack with an ally, but you'd need to have rolled a Great as well.

KELLY: Ah, nuts. Well I don't know what these guys can do, do you want to take point?

SQUINCH: Sure, I'll lead off with my Sneak Attack.

Squinch checks his notes for Sneak Attack. It has Piercing, Strong and Unwieldy, so it deals 2 DMG on a Nice result, and 4 DMG on a Good result. If the plants had Defense, he'd be able to bypass that with Piercing, too. Since he already rolled a Great on his Initiative, that result carries forwards to his Sneak Attack.

SQUINCH: Alright, well my Initiative was Great, so... 4 damage.

GM: That's a respectable hit, the plant reels in shock! However his buddy sees an opportunity to bite down, hard, on Buster!

BUSTER: Oh jeez, I'm really not the athletic type huh? I'll just try to block it with a Guard check I guess... 1, so just Nice. Plus my 1 Defense.

The GM checks his notes, and sees that he's given Putrid Piranha's a 3 DMG attack with a three-turn Lingering (3) poison. If Buster suffers this poison he'll take another 3 damage at the end of the turn – but he knows Buster has a chance to respond.

GM: Not quite enough, sorry Buster. You're able to deflect the bulk of it but you still take 1 damage, and its vile breath afflicts you with a Lingering poison!

BUSTER: I do have Steady at least, so I'm going to try and reduce it... wait, hold on, I'm a Bob-Omb. Aren't I immune to poison?

GM: Yeah sorry, you're right. Alright, that's First Strikes over, who's moving first?

KELLY: I'm the muscle here! I'll get in front. I dunno if it'll make much of a difference though if the plants can burrow past me. I'm not too distracted to go first, right?

GM: No you're fine, Buster got your attention before things got too heated.

BUSTER: Do you still have that Power Punch, Squinch?

SQUINCH: Oh yeah! I'll go after Kelly then so I can use it on Buster.

BUSTER: Great! I'll bring up the rear. Hopefully I can get a big enough boom to end the fight quickly.

The players arrange their own figurines in a row on the table, and the GM moves the three Putrid Piranha figurines in front of them.

GM: Okay then, Kelly to act.

KELLY: Rip and tear! I'm going to claw that front guy with my Savage Slicer!

Kelly moves her figurine up in front of the enemy while she rolls to act out an attack – this isn't really necessary, but it helps her visualise the action.
Savage Slicer is Kelly's strongest attack, costing 4 FP, which Kelly marks off her sheet before she rolls. The Technique has Indirect (representing Kelly's scaly armoured claws), Strong x2, Weaken (Defense) x2, Commitment (Primary) and Unwieldy.
Adding it all together with Kelly's 1 Power, this gives her a Technique with 3 Power, that requires a Good Coordination check to deal damage, and can shake up enemy defenses with a secondary Bully check. Kelly's chosen to split the damage into two 3 DMG strikes, for 6 in total.

KELLY: Oh yeah! That's Good!

The GM quickly checks his notes again and confirms these Putrid Piranhas have 8 HP; including the damage Squinch already dealt, Kelly's attack will easily finish off the first enemy.

KELLY: Okay so, for the Bully check –

GM: No that's okay Kelly, you've torn through him just fine. With two mighty claw sweeps you scatter the plant's leaves to ribbon, and it slumps onto the ground, defeated.

KELLY: Oh, okay. Woo!

The GM takes the figurine for the defeated plant off the table.

GM: Squinch to act.

SQUINCH: So Kelly obviously wasn't listening, but that's okay, we'll just go ahead with our plan.

KELLY: Oh, sorry guys. Fights get me so heated!

BUSTER: Haha, we get it, you're fine. And now we know they've got something like 10 HP, and I can save some FP on my turn.

SQUINCH: Yeah it's all good, we appreciate your moxie. So anyway, I'm going to hand Buster my Power Punch and boost him up.

GM: Did you want to make a Heal check to improve that at all?

SQUINCH: On no dice? No I'll give that a miss, thanks.

GM: Okay, that's fine. So you hand it off to Buster and he's able to chug it down, then suddenly doubles in size. Buster, your move.

BUSTER: Fee, fi, fo, fum... Heh heh, I think the basic Boombast should do it here.

Boombast is Buster's basic explosive attack, with Scaling, Indirect, Element (Blast), Variant (Athletics), Burst, Strong and Exhausting, Unwieldy. Because most of the FP cost is covered by his Bob-Omb Tech Defaults he's able to reduce it down to 0 FP, but can't act during the next turn.
The end result is an explosive attack that can hit both plants, dealing 2 DMG with a Nice, 4 DMG and a Solid Hit with a Good, and +2 raw damage with each additional Grade of Success.

BUSTER: Come on, Athletics... No! That's only Nice. So 2 DMG, darn. I can't boost it with SP if we've just started!

SQUINCH: +2 Attack though, right? From the Punch.

BUSTER: Oh right, yeah. It's not a Solid Hit so it's just 4 DMG.

GM: Okay, the super-sized Buster explodes, but unfortunately he detonates a little early! The edge of the blast deals 4 DMG to the front plant, and bursts a little further for 3 DMG to its ally.
Moving on, they're covered in soot and badly shaken up, but these Piranhas are still aggressive and can see that Buster hasn't got another attack in him.
So while the front one lashes out at Kelly in melee, the other burrows under and pops out behind her, chomping down on Buster! That's 3 damage to both of you – plus the poison, for Kelly.

KELLY: I've got some Defense, so I'll Guard. That's a Great! So it goes down to 2 from my Defense, then I reduce it twice, so I won't take any poison. And I have an extra Grade of Success... Oh! I can Superguard, right?

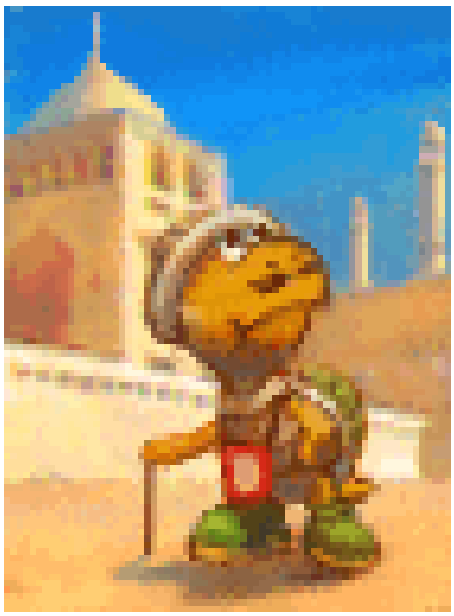
GM: Yep, you're able to defend and pirouette into a shell strike. Their fangs bounce off your tough shell and they recoil in pain! You deal 1 more damage to the Putrid Piranha, and it recoils in pain!

KELLY: Hm, so somewhere between 6 and 10 HP... Well, whatever, I'll take 'em out next turn!

BUSTER: Yeah, that's super. I Guarded as well, but got nothing. I have some Defense too, right?

GM: Yep. So your metal hide is a bit tougher than they're used to, and you can't be poisoned, but the Piranha's vicious bite still crunches down with force to deal 2 damage. They're still raring to go. Next round, it's Kelly from the top, what do you do?

And that's the basics of play in Paper Story!



Now you're ready to get out there and explore the world yourself! The rest of the book goes into a lot more detail on specific skills and Items you might need to know about, but if you're eager to start, you can jump right into a game and look it up as you go!

Skills in Detail

Typically, Skills have simple applications, and the outcome of any one check will depend on the Techniques used or the situation it's made in.
Sometimes though it's useful to have hard-and-fast rules for more complicated effects.

The Skills mentioned here should be considered the default for their related actions, though depending on the situation other Skills may be appropriate – you might be able to flee with some clever Trickery, or empower an Item attack with a mighty Athletic shotput!

Aim – Item Attacks

Usually, using consumable Items is fairly straightforward; you take an action to use an Item's effect, and no check is required.
However, if you put in some extra effort, you can get a little more out of your Attack and Hazard Items.

Make an Aim check alongside your Item action. Each Grade of Success earns a point you can spend on any of the following bonus effects.--
Be warned that failing a check will use up the Item without providing any of its usual benefits. Worse still, any result lower than Great has a risk of backfiring as you throw caution to the wind! It's up to the GM exactly what that risk looks like or how likely it is.

- 1: This action is safe, and suffers no risk of backfiring. Has no effect on Great or higher results.
- 1: The Item adds +2 damage onto one of its Strikes; the Item must deal damage in order to choose this effect.
- 1: Any damage dealt by this Item is Piercing.
- 1: Add or remove an appropriate Element from this Item's effect.
- 1: Increase either the Status Level or the duration of one of this Item's Statuses by 1.
- 2: If this Item wouldn't normally deal damage, it deals 1 Piercing damage to all targets.
- 2: Add an appropriate Status onto this Item's effect, starting at Status Level 1 and lasting for 3 turns.
- 3: This Item affects additional targets. If it was a single-target Item, it can affect an entire group. If it was a group-target Item, it can affect all targets outside of the user's group.
- 3: The Item isn't consumed during this action; it either remains useable or is in some fashion recoverable, though you may have to wait for a spare moment to retrieve it.

Aiming your Items may be risky without proper training, but sometimes that little bit of extra damage is worth the risk. Besides, it's satisfying to really nail a bad guy with whatever you can throw at them!

Athletics – Fleeing

Sometimes you need to get away from a fight – but it's never easy to make a clean getaway.

Make an Athletics check; you need at least a Grade of Success for each combatant trying to stay on your tail or otherwise keep you in the fight. In most cases you need at least a Great result, though if you have allies keeping them at bay or some other support you might be able to get away with less.

Keep in mind that just getting away from a turn-based battle doesn't always mean you're in the clear; you might just be turning a fight scene into a chase scene!

Coordination – Swapping Places

In battle, you sometimes want – or need – to swap places with an ally. This takes an action for you to initiate, but the ally you swap places with doesn't need to take any action themselves.

Both you and your ally can make a Coordination check as part of your action; if either of you earn a Great result or better, you can treat this as a free action!

Coordination – Swapping Gear

Usually swapping your equipped Gear or your equipped Badges is simple enough to do as you're going about your adventures. With an action you can change your equipped Gear and Badges, unequipping and re-equipping however you see fit.

If you want to do it quickly under pressure, you can make a Coordination check; with a Great result or better, you can treat this as a free action!

Keeping a healthy stock of Items, Gear and Badges can give you lots of options in battle. If you're not confident you can reach everything quickly, the best thing to do is make sure you're equipped appropriately before a fight breaks out.

Guard – Defending Actively

During your turn, you may want to size up the foe and prepare to weather a storm of blows. The best option then is to spend an action to Defend yourself against future attacks.

You make a Guard check as an action. Until your next turn, your Defense is increased by +1 for each Grade of Success.

Since you're concentrating on defense, you even get to *Guard as a reaction* – reducing the damage even further! This means you can't Defend and *Dodge* at the same time, though, unless some other effect would let you both Dodge and Guard as a reaction.

You don't have to make any more rolls for this Guard reaction; you instead use the same Grades of Success you earned for this check, as if you'd rolled them for your reaction.

Defending can seriously improve your Guards, making it easier to go for Superguards! This way you can turn the tables on your enemies instead of just weathering their hits. Sometimes it's better to let them come to you!

Guard – Guarding Reactively

In battle, you can use Guard to reduce damage from incoming attacks. At the end of the round, if any attacks are made that target you, you can react with either a Guard check or a *Dodge* check.

For each Grade of Success, you can reduce the raw damage you would take this round (after applying Defense and Resist) by 1 point. If you're being targeted by multiple strikes, you can assign this damage reduction to any of them as you see fit.

By Guarding you can even ignore an attack's Status effects! When you reduce an attack's damage to 0 (or less), and you don't have any Weaknesses to consider, you can ignore its Status effects. Otherwise you may have to resist them with *Steady*, even if your Defense nullified the damage.

If you have a relevant Weakness, its effects are applied after you finish Guarding – even if you reduced the damage to 0.

> **Example: Guarding Weaknesses**
> A Piranha Plant is attacked by a Fire Bro's fireball, dealing 2 damage, and a Paragoomba's dive, dealing 1 damage.
> The Piranha Plant reacts by Guarding and gets a Good result, allowing them to block 2 points of damage.
> The Piranha Plant can block the Fire Bro's initial attack completely, but they still have a Weakness to Fire. They have to take an extra +2 damage from their Weakness, and then 1 more damage from the Paragoomba!

With exceptional Guarding, though, you can turn the tables with a Superguard! If your Guarding would reduce a strike's damage below 0, it triggers a Superguard instead.

Superguards completely ignore all damage, Statuses and other effects from an attack. They even ignore your own Weaknesses!

If the attacker struck you in melee, you interrupt their attack and deal 1 Piercing damage back at them. And if they attacked at range, you can reflect the strike's raw damage back at them!

> **Example: Superguard**
> A Koopa is attacked by a Goomba's leaping headbonk (dealing 1 damage) and a Clubba's swing (dealing 3 damage).
> The Koopa has 1 Defense, and Guards as a reaction with a Good result; in between their innate Defense and their Guard result they could theoretically block all the damage, but they have a Weakness to Aerial attacks – they would still be flipped by the Goomba's headbonk, which would nullify their Defense against the Clubba's attack.
> Instead, the Koopa Superguards the Goomba's attack, using their Defense and one Grade of Success to reduce the damage below 0. This way they can stay standing, giving them 1 Defense and 1 Grade from their Guard result against the Clubba's attack.

Heal – First Aid

Restoring your health is usually very simple; most of the time getting some rest in a comfortable place is enough to fully restore HP and FP, as well as recover from *Status* ailments.
But if you're under pressure and need to patch someone up right away, you can always try some First Aid.
As an action, make a Heal check; each Grade of Success restores 2 HP to the target and/or reduces a Status' duration by 1 turn.
If this would restore a KO'd target back to full health, they're revived on the spot!

First Aid is only really useful as an initial response, so it gets a little harder each time you try; each time you carry out First Aid on a target, the required Grades of Success increase by 1. This penalty lasts until the target gets some proper rest.
If your First Aid attempt fails, you instead cause them to lose 1 HP for each Grade you failed by. Or potentially even worse, if you fail spectacularly...

> **Example: Recovery**
> After a tough fight, a Dayzee's ally is injured and still suffering from a poison for 4 more turns.
> The Dayzee makes a Heal check to administer First Aid, with a Good result. They're able to restore 4 HP and reduce the poison to 2 turns.
> In the time it takes to perform First Aid, their ally suffers from another turn of poison (reducing the duration to 1 turn) – the Dayzee makes another Heal check, but only gets a Nice result. Because they've already administered First Aid once, this isn't enough, and they end up hurting their ally instead.

Make sure you keep your health up for the road ahead! First Aid is a helpful asset, but should usually be your last resort.

Heal – Administering Medicine

Usually using consumable Items on yourself or an ally is fairly straightforward; you take an action to use an Item's effect, and no check is required.
However, if you have the skills to back it up, you can get a little more out of your Booster and Curative Items.

Make a Heal check alongside your Item action. Each Grade of Success earns a point you can spend on any of the following bonus effects.
Be warned that failing a check will use up the Item without providing any of its usual benefits. Worse still, any result lower than Great has a risk of backfiring from your brazen actions! It's up to the GM exactly what that risk looks like, or how likely it is.

Note that Heal can't be used to improve Items consumed automatically, such as a Life Shroom.

- 1: This action is safe, and suffers no risk of backfiring. Has no effect on Great or higher results.
- 1: Choose HP or FP; if this Item didn't restore that before, it restores +5 HP or +5 FP to each target.
- 1: The Item adds ⅕ of its base HP and FP restoring effects onto each heal, including gradual effects (like a Slow Shroom or Gradual Syrup).
- 1: You can share the use of this Item with another valid target, exactly as if the Item was used on them.
- 1: This Item cures all targets of one Status of their choice.
- 1: Increase the Status Level of one of this Item's Statuses, or the numerical effects of one of this Item's Traits, by +1.
- 1: Increase the duration of one of this Item's Statuses or Traits by 1 turn.
- 2: Add an appropriate Status onto this Item's effect, starting at Status Level 1 and lasting for 3 turns.
- 2: This Item provides its targets with an appropriate Personal Trait, lasting for 3 turns. Its numerical values (e.g. damage resisted) begin at 1.
- 3: This Item immediately revives any KO'd targets; if the Item doesn't heal HP, the targets are revived with 1 HP.
- 3: This Item isn't consumed during this action; you're able to use just enough of it to ensure you get the full effects while preserving enough for another dose.

Crafts – Working from Scratch

Crafts (and other appropriate Skills) can be used to develop useable products from raw materials, which may otherwise be useless.

First, choose an Item, Power-Up, Badge or Gear you want to make and have the materials for.

A Nice result is enough to make something with an equivalent value of 5 Coins; for each Grade of Success earned, you can double the value range of the Items you can make, as follows:

- Nice!: 5 Coins
- Good!: 10 Coins
- Great!: 20 Coins
- Wonderful!: 40 Coins
- Excellent!: 80 Coins
- Unbelievable!: 160 Coins

Failure consumes all materials involved and produces a Mistake; a useless Item that may provide only a severely restricted form of the intended effect, or something much worse. Critical Failure is bound to create even worse Mistakes.

> **Example: Crafting Gear**
>
> A Koopa smithy wants to smith a Super Hammer. Super Gear costs a whopping 400 Coins, so this is a tall order, but it's well worth the effort.
> They earn a Wonderful result, for an equivalent of 40 Coins; an impressive outcome but only a fifth of the way there.
> They try to push themselves to keep working, and earn a Great result on the second check; this only adds on 10 Coins, for a total of 50.
> They decide to set the project aside before they make a Mistake, but take pride that their new Gear is 1/8 complete.

Once you've created something or otherwise know how it's made, it becomes easier to craft, with value starting from 10 Coins on a Nice result.

In any case, one attempt to Craft can only produce one Item, Gear or Power-Up at a time, and can't produce enhanced or mixed Items (even if you know the recipe).

Depending on the quality of the materials you use, you may be able to craft Items with less Grades of Success than normal; however, appropriate materials must always be sourced and used up.

As a general rule, when it comes to materials:

- *Items* can be made with common materials which can be sourced on the cheap in most settlements, costing no more than ½ the Item's value.
- *Badges* and *Gear* require more valuable and rarer materials, which may take more work to find on the market, or require the crafter to seek them out in the field.
- *Power-Ups* require some form of magical charge, either taken from rare materials, or crafted with *Magic* assistance (as a Skill Substitution or Skill Enhancement; if you have an ally assisting, you don't necessarily have to do the magic yourself).

If you don't achieve a high enough result, you can either settle for a similar product you could have made with the materials you used instead (such as settling for a Mushroom over a Super Mushroom), accept failure and make a Mistake, or take the time to make another check; each additional check made in this way takes more time, and successive checks without rest require a higher Grade of Success.

Tracking down the materials for crafting can be an adventure in and of itself, taking you to far away places with all sorts of exotic goods.

Crafts – Enhancing and Mixing

In addition to creating things from scratch, Crafts (and other appropriate Skills) can be used to enhance or combine consumable *Items*.
For each Grade of Success, you can choose one of the following effects to apply to the new Item:

- Consume another Item, adding all of its effects (HP, FP, gradual recovery, damage, Status, etc.) to the new Item, using the first Item's targets.
  No matter what, you can't combine more than two Items at once.
- Increase an existing HP and/or FP recovery effect by 2.
- Increase the Item's damage by 1 (if it would deal damage).
- Add an Element or replace an existing Element, changing the type of damage dealt.
- Add a Status, or increase an existing Status Level by 1.
  New Statuses have the same duration as the original Item's Statuses (if applicable), lasting up to a minimum of 1 turn.
- Increase the duration of all the Item's Statuses and other effects by 1 turn.

Failure instead consumes all Items involved and produces a Mistake; a useless Item that may provide only a severely restricted form of the intended effect, or something much worse. Critical Failure is bound to create even worse Mistakes.

Cooking can be a costly exercise, but well worth it! Stronger attacks, better healing, and simply condensing multiple Items into one Inventory slot are all good reasons to top up when you're in town.

Once you've created an Item or otherwise know its recipe, it becomes easier to make it again, requiring ½ as many Grades of Success (to a minimum of Nice). However, you have to use the same method when following a recipe – a chef sweetening an Ice Storm to make an Icicle Pop is very different to an alchemist strengthening it to make a Blizzard Storm, for instance.

Treat the new Item's Coin value as equivalent to ½ of its component Items' values, +5 more Coins for each Grade of Success required to make it (not accounting for the ½ Grades of a known recipe).

Including a previously enhanced or mixed Item in your crafting adds one more Grade of Success to the recipe's difficulty for each time an ingredient was previously enhanced or mixed, as it becomes a more volatile ingredient.

> **Example: Mixing Items**
> A Dayzee wants to combine some delicious Honey Syrup with their own special recipe, a Fried Sparkshroom (combining a Super Shroom and a Volt Shroom). They make a Crafts roll, and earn a Good result.
> Since the Fried Sparkshroom was previously mixed together, they need one more Grade of Success to go ahead with this recipe.
> They have just enough Grades to finish off the recipe, slathering the mushroom to make a Glazed Sparkshroom, which restores 10 HP, 5 FP and bestows the same Contact Trait as a Volt Shroom.
> If they wanted to sell this invention, it would have an equivalent value of 27 Coins (15 from the Fried Sparkshroom, 2 from the Honey Syrup and 10 from their Good result).

Just be careful you don't take things too far. You wouldn't want that powerful Superbombomb you've been working on to backfire once you take it into the field, would you?

Knowhow – Tattling

Characters with Knowhow are savvy individuals, and usually know a thing or two about their enemies – though it might take them some time to recall, or they might need to check their notes.

By making a Knowhow check as an action, you can figure out some of the qualities of a place, character or hazard. Where appropriate you may be able to use other skills to Tattle, such as Notice or Persuade, but the type of information you can learn may depend on the skill you used.

You can divide your Grades of Success up between multiple targets. For each target, you learn information depending based on the total Grades of Success assigned, as well as any information you could have with less Grades.
No matter how many targets you Tattle on, if you only allocate Great results or better you can treat this as a free action!

- Nice!: You know general information about things similar to the target, but not the target specifically. You can at best determine a couple fun facts and their current and maximum HP, and can easily track their current HP going forwards.
- Good!: You know a little about the specific target, including some of their main methods of attack, their Defense and any general danger they may pose.
- Great!: You know specialised information about the target, including their Immunities, Resistances or Weaknesses, and usually some juicy gossip.
- Wonderful!: You know just about all that you could reasonably determine about the target, including all of their attacks, common strategies and equipment available to them – or that you might be able to take from them!
- Excellent!: You can glean all sorts of useful information about the target, including the sorts of details only an expert could know!

Keep in mind that if the information you're seeking is particularly rare, involved or unusual, it might need an expert's insight to glean anything useful.
Knowhow specialisations are particularly useful for this.

Tattling isn't just for combat! A knowledgeable character with a dedicated field of study can be an invaluable asset over the course of an adventure. Whether you're finding shortcuts or solving mysteries, it's always worth taking a moment to study!

Magic – Spontaneous Spells

Magic's most powerful quality is its versatility – the ability to do anything! These rules apply whenever you would cast a spell that's not already a key part of your repertoire, like a Technique, representing the challenging art of spontaneous casting.

Whatever kind of spell you cast, you choose beforehand how much of your Magic dicepool and Spirit statpool to "unlock"; this includes dice you receive from your Skill and your relevant Specialisations.

Note though you don't have to pay or unlock situational or temporary bonuses, like the aid you'd get from someone's assistance, a Boost Status, Magic-boosting Gear or the extra Spirit you get from a Spirit Plus Badge.

- To unlock up to 1 of your Magic dice and up to 2 of your Spirit points, pay 3 FP at a time.
    - If you have a relevant Specialisation, you pay 2 FP at a time instead.
    - If you have a relevant Efficient trait, you only pay 1 FP at a time.
- If this spell would be restricted by one or more Devotion traits, you pay twice as much FP overall.
- No matter the circumstances, you always pay at least as much FP as one d6 or point of Spirit would cost.

Then just like a normal check, roll your dicepool, and nudge it along with your unlocked Spirit.

Keep in mind that no matter what, Magic spells can't be used to gain or bestow FP or SP (besides the SP you'd generate from an *Exceptional Result*).

A master magician always plays to their strengths! With enough magical power, you're limited only by your creativity!

- *Skill Substitution*
  Magic can be used to emulate other skills, such as Athletics, Notice or Bully, by making a Magic check instead – completely replacing the check you'd make with your Magic pool. Since this is a magical effect it can even offset the penalties you'd normally have to endure!

> **Example: Substituted Skills**
> A Cleft witch finds themselves stranded on a river bank while their Koopa companion swims across. They have no Athletics to speak of, and their dense stone body isn't great at swimming, but they do have 3 Magic and a specialisation in Terraforming.
> Instead of swimming across, they conjure a stone bridge to walk across – paying 8 FP to use all four Magic dice at their disposal. Better still, if any of their other allies needed a ride, they could walk across the bridge too!

- *Skill Enhancement*
  When an ally makes a non-Magic check, you can enhance it with Magic. You can even enhance your own checks, if it's something you're already skilled in. This works as if you simultaneously made the check with your action, and were assisted by yourself using your Magic as a free action. You pay FP to unlock your Magic and Spirit as normal, then add ½ of that dicepool (to a minimum of 0) and up to your unlocked Spirit onto the main Skill check.

> **Example: Enhanced Skills**
> A Koopa sorcerer comes under attack! While they have 2 Heart and 1 Guard, they're much better at spellcasting, with 5 Spirit and 2 Magic.
> They can pay 6 FP to use their two Magic dice, unlocking 4/5 Spirit; as they're assisting themselves, they add half of that onto their main Guard dicepool, for +1d6 and a total of 2d6.
> The dice come up 1 and 2; since they can use 2 Heart and 4/5 Spirit, this is enough to boost the dice to a 4 and a 5 for a Good result! Their tough shell is bolstered with a glyph of warding.

...just try not to run out of FP.

- *Enchantments*
  Magic can be used to temporarily enchant targets with *Personal Traits*, such as Fly, Invisibility or Mimicry.
  Make a Magic check and choose a Personal Trait; if you succeed, the target receives the chosen Trait, lasting a number of turns equal to your Magic dicepool or Spirit statpool (whichever's higher).
  Numerical values of the Trait (e.g. Resist, Contact damage, Status Level) are all set to 1, even if they would normally be higher.
  For each Grade of Success you earn, you can choose one:
    - The Enchantment lasts for one more turn.
    - The Enchantment includes another Trait.
    - A numerical value of one of the Traits increases by +1.
    - One of the Traits includes one more element (if applicable).
    - The Enchantment affects one more valid target.

  If the target already has a Trait they would receive from this enchantment, the enchantment temporarily overrides their Trait; this can be used to substitute existing Immunities and Resistances.

  You have to specify any particulars of the Trait, such as the elements affected or the exact Contact effect, when you cast the enchantment; these effects should be based on existing Personal Traits, with the GM having final say on what's possible.

  Any FP costs associated with the Trait cost double FP; however, you can substitute that with whatever FP you spent casting the enchantment, for as long as the enchantment lasts.
  As an added bonus, any action taken or checks made to initiate the Trait (such as starting to fly or transforming with Mimicry) use the action and Magic check of the enchantment instead. Trying to take these actions after being enchanted requires the target roll as normal, though.

  > Example: Enchanting Traits
  > A Goomba enchanter is sneaking along behind their Boo ally; their friend is able to fly and turn invisible, and not wanting to get left behind, the Goomba decides they should too.
  > They decide to be conservative and pay 6 FP for two of their Magic dice and their full 3 Spirit. They get a Good result, and choose to give themselves the Invisibility Trait; they also add in the Fly Trait, and make it last an extra turn, for a total of 4 turns. They immediately turn invisible and start flying.
  > Ordinarily it would cost 2 FP to turn invisible for a turn, and 2 FP for each turn after that; but because they've already spent 6 FP, they're already covered for as long as the enchantment lasts!

- *Curses*
  Similarly, Magic can be used to temporarily neutralise the target's qualities and other Personal Traits.
  Make a Magic check and choose a quality the target has (e.g. a Personal Trait, a Status delivered by their attack, or an elemental affinity of their attack); if you succeed, the target suffers a Curse as if it was a Status, temporarily neutralising their ability to use that quality in some fashion. They can recover as normal, such as with *Items* or *Steady*, and players can make a Steady check to resist as a reaction, just like any other Status.
  The Curse lasts a number of turns equal to your Magic dicepool or Spirit statpool (whichever's higher).
  For each Grade of Success you earn, you can choose one:
    - The Curse lasts for one more turn.
    - The Curse includes another quality.
    - The Curse affects one more valid target.

> **Example: A Curse on Ye**
> A Squeek wizard is beset on all sides by a storm of 4 Paratroopas – and their allies are firmly set on the ground.
> They attempt to bring the enemy down to earth, spending 8 FP to use their full 4 Spirit and 4 dice (from 3 Magic and a Specialisation in Curses), earning a Great result.
> They choose to remove the Paratroopas' ability to fly, equivalent to the Fly Trait. With their Grades of Success, they're able to ground each of their enemies for 4 turns.

Curses come in many forms, but usually, they're a horrible time. Once you're cursed there's not much you can do besides tough it out.

- *Technique Spells*
  Magic can even be used to improvise Techniques on the fly! Instead of making any Technique checks, you make one Magic check to conjure up an effect; as long as you succeed, this Technique begins with 1 Grade of Success in any of its Primary or Secondary checks, 1 Power (regardless of your own), and an effective FP cost of 0.
  For each Grade of Success you earn, you can choose one:
    - Add 3 FP to the final Technique's effective cost.
    - Add a Grade of Success to the outcome of the Technique's Primary and/or Secondary Checks.
    - Add +1 Power.

  You can select up to your dicepool or Spirit pool (whichever's higher) in positive Traits, and the same amount again in negative Traits, as long as the FP cost for the combined Traits doesn't exceed the effective cost.

  As this isn't an Innate Technique, and you're not directly attacking, it works a bit differently to a normal attack.
  None of your own Tech Defaults are included in the Technique, you don't include your Attack modifier, and since you're not rolling the actual Technique's check you can't benefit from *Exceptional Techniques*.
  You can however add Indirect, Ranged and/or Harmless as Tech Defaults for no additional cost; this is simply the nature of Magic.

  You don't pay the effective cost, or make any further checks – the Technique simply resolves with the qualities you chose to give it based on your Magic check.

> **Example: Improvised Spells**
> A Dayzee witch wants to cast a hex on their enemies, but doesn't have the right Techniques for the job. Instead, they improvise.
> They spend 8 FP to use their full 4 dice from 3 Magic with a Specialisation in Hexes, and earn a Great result.
> They can add up to 4 positive Traits, and up to 4 negative Traits. They want the hex to stop all their enemies in their tracks, so they add Group, Lengthen and Daze x3, giving the hex an effective cost of 8 FP.
> They don't need it to deal any damage though, and they're sure it will work without a hitch; so they give it the negative traits Harmless and Commitment, reducing the effective cost to just 3 FP.
> Finally, they take their 3 Grades of Success; 1 is spent increasing the FP pool for the Technique to 3, which is enough to pay the effective cost. The last 2 are spent to give the Technique a Great Grade of Success.
> The end result is a Technique that Dazes (3) their enemies for 4 turns, giving them plenty of time to act.

Trickery – Dodging

In battle, you can use Trickery to completely side-step attacks.
If you attempt to Dodge, you can't also Guard against attacks in the same round, unless an *Item* or other effect would specifically allow it.
A Great result allows you to dodge one Strike. For each additional Grade of Success, you can dodge one more Strike.
Just remember that not every attack can be dodged! It has to make sense in context. Whether it's homing attacks, powerful earthquakes, noxious clouds or massive gouts of flame, sometimes no matter how quickly you move you just have to face attacks head-on.

> **Example: Dodging**
> A Squeek is attacked by a pair of Hammer Bros, tossing two hammers at a time! They can't handle their powerful hammer throws, and decide to Dodge instead.
> They make a Trickery check and earn a Wonderful result. They're able to completely dodge two hammer throws, but have to take the two hammers head-on.

You don't need to Dodge attacks if you can prevent them! Invisibility effects and Secure Techniques are great for getting around attacks, if used carefully. And if you can avoid a fight in the first place, even better!

Cheer – Cheering People On

Cheer can be used when *Rolling With Your Friends* – as long as you can provide support, when you assist someone else's action, you can substitute Cheer for any other skill.

As usual, you don't make any check; your ally instead receives extra dice equal to ½ the dice you'd have to Cheer them on.

Importantly, cheering them on like this is less effective than normal support – when you assist someone with Cheer they don't receive any of your Courage to nudge results.

And of course, your support has to make sense and not be a nuisance; you can't loudly cheer someone on when they're sneaking around with Trickery.

Cheer – Motivating Energy

You can use Cheer as an action to replenish an ally's FP or SP.

Choose FP or SP – if you succeed the target restores +2 points, and an extra +2 for every additional Grade of Success you achieve.

Repetitive cheering gets to be a bore, with each follow-up check requiring a higher Grade of Success. After you get some rest, or the session ends, the difficulty reverts back to normal.

Perform – Appeals

The Stars watch over everything, like an audience watching the stage. Heroes, villains and all creatures in between can count on their favour if they play to the crowd. Whether it's through prayer, focus or showboating, the Stars reward you for great showmanship.

Make a Perform check; *Exceptional Successes* don't generate SP during this action, but a successful action immediately adds 2 SP to your pool. Add an extra +2 SP for each additional Grade of Success.

Repetitive Appeals get to be a bore, with each follow-up check requiring a higher Grade of Success. After you get some rest, or the session ends, the difficulty reverts back to normal.

All the world's a stage, so smile for the crowd! SP is always useful to have, so it can be worth investing in your appeals. You can even appeal outside of battle to prepare for the future!

Perform – Stylish Moves

Stylish Moves are risky gambits and fancy flourishes for little to no gain – but the crowd goes wild when you nail them, and the Stars reward such great showmanship.
When making a Stylish Move, once per round you can use Perform in place of your ordinary check – this can be any kind of check, as long as it doesn't normally use Perform. You can even make a Stylish Move when using Magic, though you still pay FP as normal.

Nailing a Stylish Move is tricky, requiring one more Grade of Success than usual. If you succeed you add 2 SP to your pool, and double the SP you would have generated from an *Exceptional Result*!
Since this SP is added directly to your pool, you can't spend it on *Exceptional Techniques*; the thrill of the spotlight must surely be its own reward!

Your effective Perform Skill is limited by your value in the Skill being substituted, including any of its relevant Specialisations.
Any extra dice you'd receive for Perform, such as from your Badges, your Perform Specialisations or Boosts, are added to the pool after your Perform is limited.

> **Example: Stylish Moves**
> A Dayzee with 1 Coordination and 3 Perform makes a flashy melee attack. Since their Perform is higher than their Coordination, they can only use 1 of their regular Perform dice, but can add +1d6 for their Perform Specialisation in Stylish Moves, and have access to their full 3 Courage. Ordinarily they'd need a Nice result to deal their full damage, but due to the difficulty of a Stylish Move, they need a Good result instead.
> They earn a Wonderful result, much more than they needed!
> In addition to the effects of their attack, they can bank 2 SP for pulling off their Stylish Move, and double the SP they'd normally generate from a Wonderful result – another 4 SP, for a total of 6.

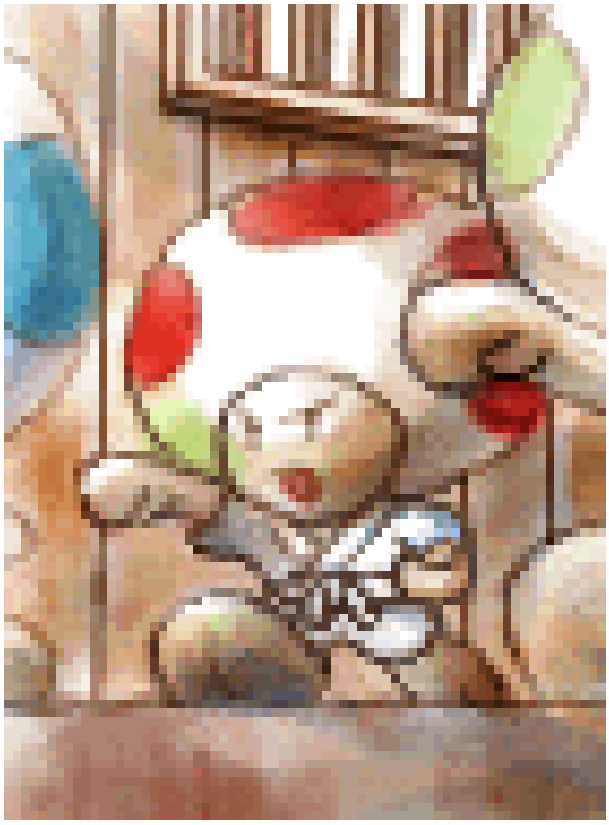
Steady – Resisting Effects

Whether you're affected by a Status or resisting some other effect, Steady allows you to grit your teeth and bear it.

You can resist with Steady as a reaction whenever you receive one or more new Statuses. If you would be affected by multiple Statuses at once – such as from the same attack – then you resist them all at once.
For each Grade of Success, reduce their Status Level and duration by 1. Status Level can't be reduced lower than 1, but duration can be dropped to 0, negating the status!

As an action you can attempt to remedy as many of your active Statuses as you want, affecting them all at the same time.
If your Steady check manages to lower all your negative Status' durations to 0, any excess Grades of Success instead make this check into a free action.

> **Example: Steadying Yourself**
>
> A Squeek is bitten by a particularly deadly variety of Piranha Plant, which normally afflicts its prey with Lingering (5) for 5 turns.
> When the Squeek is bitten, they get to make a Steady check as a reaction, and achieve a Good result – reducing it to Lingering (3) for 3 turns. At the end of the round, they take 3 damage, and the poison downgrades to Lingering (2) for 2 turns.
> On their turn, the Squeek tries to get the poison under control. They take an action to Steady themselves, and achieve a Great result. They're able to reduce the duration down to 0 turns and negate the Status entirely. In fact, they have a spare Grade of Success, allowing them to make this into a free action!



Don't neglect your Steady, brave warriors! It's tempting to focus on your combat skills, but Steady is the only way to avoid a lot of Statuses. You can always make up for the experience you invest into Courage with more powerful Badges, and you'll get to look cool in the face of pressure like a zen warrior!

Personal Traits

A character's Personal Traits are all their special qualities which are passively active, with a wide variety of effects.
Generally speaking, if multiple instances of a Trait would apply – such as multiple Contact Traits – only one is active at a time. Typically this applies to the stronger Trait, or in the case of a negative Trait like Weakness, the more troublesome Weakness.
This can be subjective though, and in some cases up to the character to decide, so make sure to check with your GM.

Adapted

A character with this Trait is comfortable in a particular environment, situation or Terrain, such as the desert, while burrowing or underwater. They ignore the related hazardous penalties (such as restricted breathing, or burning up in the sun) and treat movement through it as simple as if they were walking.
Unless things get especially dangerous or they need to move quickly, they typically don't need to make checks to move around in that environment.
Note though that being Adapted to an environment doesn't offset someone else benefitting from that environment; if a Terrain would improve an enemy's capabilities, they don't receive any extra protection from that.

Carrier

A character with this Trait can carry one other character easily; usually they carry them around on their back, but the specifics will vary depending on the character.
As an action, a character can either pick up an adjacent ally or climb aboard an adjacent ally with Carrier – similarly to *Swapping*, both characters can make a Coordination check to speed this up. With a Great result from both characters, this becomes a free action.
During either character's turn, they can split back up as a free action, with the carried character taking up a space adjacent to the carrier. If the carrier is Dazed, Stunned or KO'd, both characters split up immediately.
While a character is being carried they move with the carrier, occupy the same space in combat and take their turn after the carrier. They can't be targeted if the carrier is in the way, and likewise, the carrier can't be targeted by attacks if their passenger would block them.
If an attack would affect both characters at the same time (e.g. Group, Quake), it hits them as normal.

The combination of Adapted and Carrier can be a huge help to allies in a sticky situation. Bloopers and Cheep Cheeps are especially great at this, giving you a chance to shine whenever the water calls to your adventure. You can even ferry people around during battle!

Clone

You are able to split your mind and body into two or more like-minded individuals. While your Items and Badges don't get copied, you can divide them as you see fit whenever you split up.

With an action and a successful Steady check, you can either split up into two perfect copies or merge two nearby clones back together. With a Great result this becomes a free action! Otherwise, all parties involved lose an action for the turn.

When you first split apart, the number of Grades you earn becomes your Copy Level. The Copy Level can fluctuate from there, either dropping by 1 (when one of you splits up again), or increasing by 1 (when a pair of clones merges back together).

While split apart, each copy is weaker than the sum of its parts; both you and your copies have your max HP and max FP capped at no more than ½ your maximum, plus the Copy Level – or your ordinary maximum, whichever's lower.

Whenever two copies recombine, pool together the remaining HP and FP of both copies, up to the limit of the new form's maximum.

> **Example: Fuzzy Splits**
>
> A Fuzzy with 15 HP splits apart, with a Good result for a Copy Level of 2 – giving them a maximum of 7 + 2 for 9 HP. Later the clone takes 5 damage, going down to 4/9 HP.
>
> When re-combining, the Fuzzy goes back to having 15 HP at maximum. Since their combined HP total would have been 9 + 4 for 13 HP, the Fuzzy is brought back to 13/15 HP!

While split up you can make actions as normal, but your clones don't roll for their actions; they instead automatically receive a number of Grades of Success equal to their dicepool, or the Copy Level (whichever's lower). Since they don't roll, they can't benefit from *Exceptional Results* at all.

> **Example: Many Hands Make Light Work**
>
> While split in two, a Fuzzy and their clone attack in tandem! Their normal attack plan is to repeatedly bounce on the enemy with 3 Athletics.
>
> The original Fuzzy can roll and make their attack as normal. The Copy Level is only 2, though – so while the clone would normally get a Great result with 3 Grades of Success, it's limited to 2 Grades for a Good attack.

It's difficult to divide your consciousness up like this; whenever you or one of your clones are seriously startled, or one of you takes more damage than your Copy Level, you must make a Steady check.

The exact difficulty depends on the situation, with damaging attacks starting at 1 Grade for each point of damage taken beyond the Copy Level.
If you fail, the Copy Level drops by 1; if the Copy Level is reduced to 0 this way, you lose control!

When you lose control of your copies you're left completely Stunned (6) for the next turn! Meanwhile, your clones are free to act however they please.
Most of the time your clones will take the opportunity to recombine or run away, but they might take more troublesome actions, too...

Cloning yourself as much as you dare is a great way to get a lot of extra actions; just make sure you don't get in over your head.

Construct

A character with this Trait has an artificial body. They may still have the spark of life, but they're fundamentally different from organic life.

- Constructs can equip Built-In Gear, which are functionally identical to Gear, but occupy a part of their body as well as their inventory. This Gear is harder to disarm (granting +1d6 to checks to hold onto them), but losing them is bound to cause more problems than normal.
- Constructs don't need to breathe, and may not even have a mouth, granting them a number of passive immunities in addition to their listed Traits (such as immunity to scent-based effects).
- Lifelike Constructs (such as Bob-Ombs or Puppets) can, and often need to, eat. However, True Constructs (such as Mechas) can't, preventing them from using Mushrooms, Syrups and other Items. They may still be able to use *Power-Ups*, though it might take some effort.
- Constructs can't be healed through conventional means; Crafts and appropriate tools are required in place of Heal. They otherwise follow all the standard rules for recovering HP.
  Lifelike Constructs can still rest and be healed with Magic, though other Constructs need more specific methods (like recharging their batteries) – typically, they can't even recover from resting.

Don't feel like you have to play Constructs as soulless automatons if you don't want to. Many Constructs still think – and feel – for themselves.

Contact

An attacker making contact with this character is harmed in some way, which may interrupt their attack and cause more debilitating effects.
Even if the attack has no effect due to Immune, a Secure Status or some other effect, as long as the attacker would have touched the character with this Trait its effects can still be triggered.

Devotion

A character with this Trait favours a particular element, skill or fighting style – making them a little less flexible than other characters. A broad category of effects are considered "restricted" for them.

- When designing an Innate or Gear Technique, traits restricted by a character's Devotion have twice the effective FP cost. Tech Defaults work as normal.
- When paying for the cost of an ongoing ability (such as Invisibility), each FP payment costs twice as much.
- When casting spells on the fly, they pay twice as much FP per die for spells restricted by their Devotion – for more details, see *Magic – Spontaneous Spells*.

> **Example: Devotion**
> Exactly how restrictive a character finds their Devotion can vary from game to game, or character to character. Devotion is a useful starting point to thinking about your character's flavour, but shouldn't be seen as the be-all and end-all.
> Someone devoted to fighting with Fire will probably struggle to use Water attacks, or to conjure a rainstorm. But maybe they can get creative and use their fire to create a concussive Blast, or billow out smoke to create Smog Terrain.
> Ultimately, what your Devotion means to your character is up to you and your GM to decide.

Elevation

A character with this Trait is able to lift themselves above the battlefield, though they are themselves unable to fly and can't move much at all while elevated.

Elevated targets sit somewhere above the battlefield, though not entirely out of reach. If a character with this Trait is on the ground, they can make an Athletics check as an action to elevate themselves – with a Great result, it becomes a free action.

It's possible, though difficult, for elevated characters to lift other creatures. This generally requires an Athletics check in and of itself, and the elevated character is often restricted by the height they can gain and the distance they can climb before resting.

Only Aerial, Reach or Ranged attacks can strike an elevated target.

Unlike a flying character, an elevated character receives no special benefits on their melee attacks, and making a melee attack without Reach causes their elevated state to end immediately.

An elevated character struck by an Aerial, Launch or otherwise powerful attack may have to make a Steady check or be knocked to the ground.

Getting to high ground can give you the edge against any melee attackers, whether it's by elevation, flight or some other means. Just watch out for pesky jump men!

Efficient

A character with an Efficient ability is better at managing their FP under specific circumstances. This doesn't affect their standard Techniques in battle, but makes their other uses more cost-effective – especially Magic checks.

- When paying for the cost of an ongoing ability (such as Invisibility), the ability lasts twice as long for each FP payment.
- When casting spells on the fly with Magic, they pay less FP – for more details, see *Magic – Spontaneous Spells*.
- When activating the effects of a *Badge* or *Power-Up*, they pay ½ as much FP.

Fly

Flying targets sit somewhere above the battlefield, though not entirely out of reach. A character with this Trait is generally assumed to be flying unless they specifically choose not to. If they're on the ground, they can make an Athletics check as an action to start flying – with a Great result, it becomes a free action!

Only Aerial, Reach, Ranged or similar attacks in range can reach an airborne target – although flying characters can make melee attacks against targets anywhere in battle!

A flying character struck by an Aerial or Launch attack, or otherwise smacked around by a powerful blow, must make a Steady check or be knocked to the ground. The exact difficulty depends on the situation, but typically a Grade of Success for every 2 points of damage is enough to stay airborne.

It's possible, though difficult, for flying characters to carry other creatures. Unless they have the Carrier trait this requires an Athletics or similar check, and they're often restricted by the height they can gain and the distance they can fly before resting.

Handless

This character has no hands. Typically this isn't an impediment to their life, and they can manipulate objects with the appendages they have or some small intangible force of will, but any check that requires fine motor skills or upper body strength requires a higher Grade of Success than normal. Steering controls with Coordination or making things with Crafts can be particularly challenging, for example.

If a character has a relevant specialisation for an action, ignore their Handless penalty; they're generally good enough at this kind of action that they can work around their shortcomings.

It can be easy for a Handless or Legless character to stumble into some scenario that's just more difficult for them. But don't lose heart! Your specialisations help guide the way, giving you clear paths to take that you're just as capable in as anyone else. Think creatively about how to use your assets, and how to solve problems your way!

Hover

A hovering character sits slightly above ground level, floating in the air, and can even fly through the air for short bursts of time – though they can't gain nearly as much height as a character with Fly.

Hovering characters can make melee attacks against targets anywhere in battle. These function similarly to Aerial attacks, but can't force flying targets to the ground or otherwise trigger relevant Weaknesses without the Aerial trait.

Despite their hovering above the ground, melee attacks can still reach hovering characters just fine. Since they're not touching the ground, they're safe from Quake, Underfoot and similar attacks.

Immune

A character with this Trait is completely immune to some kind of hazard, Technique or attack, taking no damage or adverse effects from it. They usually even benefit from the attack!
If any part of the effect a character is Immune to is positive, they can choose to take on those positive effects in addition to any effects their Immune Trait would provide.
Where applicable, Immune applies before Weakness or Resist.

Intangibility

A character with Intangibility can become solid or intangible as an action. While intangible they appear translucent and are virtually untouchable, effectively making them *Secure*, though certain methods may affect them or bring them back to a solid state.
This intangibility can usually be shared with another target, too, though in this case neither character can move or act while intangible.
Characters with Intangibility and Invisibility can use them as the same ability, activating and paying for both as if they were one Trait.
Generally this ability takes an action to activate, costs 1 FP per turn, and can't be used under serious stress (such as during combat). Each turn after the first requires more FP and a Steady check, requiring a Grade of Success for each turn that's already passed. If you fail, you become *Dazed* for 1 turn.
If you otherwise take damage, or become *Dazed* or *Stunned*, you become tangible immediately.

Invisibility

A character with Invisibility can become visible or invisible as an action. While invisible they are virtually undetectable, effectively making them *Secure*, though certain methods may reveal their presence.
This invisibility can usually be shared with another target, too, though in this case neither character can move or act while invisible.
Characters with Invisibility and Intangibility can use them as the same ability, activating and paying for both as if they were one Trait.
Generally this ability takes an action to activate, costs 1 FP per turn, and can't be used under serious stress (such as during combat). Each minute after the first requires more FP and a Steady check, requiring a Grade of Success for each minute that's already passed. If you fail, you become *Dazed* for 1 turn.
If you otherwise take damage, or become *Dazed* or *Stunned*, you become visible immediately.

Latent

Characters with this trait have untapped power within them, allowing them to quickly and easily use the effects of a specific *Item* or *Power-Up*.
This requires an action and functions exactly as if they used that Item or Power-Up. Power-Ups must be used on the user, while Items can be used on themselves or a single other target. If the Item could normally be used on a group, it's localised to a single target instead.
The user doesn't make any check, and the action can't be improved by *Aiming* or *Administering Medicine*.
Typically this effect costs at least 5 FP, and can't restore more FP to a target than it would cost. The exact cost, effect and duration may vary depending on the source of this power.

Legless

This character has no legs, or else lacks some other form of propulsion to get around on the ground. Typically this isn't an obstacle for them, and they can get around well enough, but any check that requires leg strength or quick footwork requires a higher Grade of Success than normal. Running around with Athletics or switching places with Coordination can be particularly challenging, for example.
If a character has a relevant specialisation for an action, ignore their Legless penalty; they're generally good enough at this kind of action that they can move around effortlessly.
Airborne and Hovering characters ignore their Legless penalty.

Latent effects are rare, usually requiring specialised Gear or Magic effects to access, but their consistency can make adventuring a breeze!

Mimicry

The ancient art of the Duplighosts is similar to Magic, but its tighter focus allows it to reach greater heights.
A character with this ability can make a Magic, Trickery or Steady check as an action to transform completely into another creature, and maintain that form by paying the FP cost at the start of each turn.
A transformed character can revert back to their own form at any point during their turn as a free action, requiring no check.

This transformation is a complete physical transformation with an added effect on the user's psyche, allowing them to act just like their target! Effectively they have all the Traits, Innate Techniques and other physical qualities of their new form – even their Skill Specialisations!
While transformed you lose your own Techniques and Traits, but you retain your own Inventory, Stats, Skills, Power and Skill Specialisations. Any Gear or Badges obtained as part of your transformation can be equipped at-will as a free action.

> **Example: Anything You Can Do**
>
> A high level Duplighost spies a Goomba in the field, and transforms into their exact double!
> The GM has to do some quick thinking. While the enemy Goomba usually headbonks for just 1 damage, the GM decides to treat it as a two-hitting Technique with 1 Power; the enemy Goomba isn't especially skilled, so there's room for improvement.
> The Duplighost can use their 3 Power with this Technique, seriously souping it up! The attack now deals 3 damage, and strikes twice with an additional Grade of Success.
> They don't have any Athletics dice themselves, but the GM rules that this new form comes with an Athletics specialisation in jumping – giving them 1d6 to try their new headbonk!

Transformations become harder and more expensive to maintain the less familiar you are with the intended form, though skilled shapeshifters can offset the cost with higher results.
For each Grade of Success achieved beyond the requirements, you can pay 1 less FP per turn. If this would reduce the FP cost to less than 0, this transformation becomes a free action!

If you can't see the target or otherwise follow a visual reference, Mimicry checks require an additional Grade of Success.

- Nice!: An ordinary creature that you're familiar with, such as an allied Goomba. Costs 1 FP per turn.
- Good!: An ordinary or familiar creature, such as an enemy Goomba or an allied Chomp. Costs 2 FP per turn.
- Great!: An unusual or large target, such as a Piranha Plant, Chomp or Hothead. Costs 3 FP per turn.
- Wonderful!: An ordinary or familiar creature, with copies of their Gear (including Gear Techniques) and Badges. Costs 4 FP per turn.
- Excellent!: An extremely unusual or large target, such as a dragon or giant Blooper. You might not have even seen it before – it might not even exist! Includes copies of their Gear, Gear Techniques and Badges, if applicable. Costs 5 FP per turn.

These transformations are difficult and very unstable; if you lose focus while transformed (such as by taking damage) you must make a Steady check, requiring the same Grade of Success as if you were transforming into your current form. On failure, you revert forms on the spot!

Mimicry is an incredibly powerful Trait. Even investing in it a little bit will allow you to transform into your enemies and allies, expanding your options in and out of battle. And if you get really good at it, you can essentially do anything! It's as open-ended as Magic itself, if you get creative.

Mirage

You can conjure ghostly mirages with little more than a thought. These may be illusory copies of yourself, or some other convincing illusion.
Make a Magic or Trickery check as an action; you pay 1 FP for every mirage created, and can conjure up to 1 for each Grade of Success. If you attempt to create more with another action, the existing mirages dissipate immediately.

Each of the mirages are functionally lifeless, with no ability to take actions of their own. On your turn you can freely direct them to fly around like ghosts and act out actions, but they are completely intangible and pass straight through solid matter.
Nevertheless, if they would be attacked or otherwise lose HP, they immediately dissipate, and you can dispel individual mirages at-will.

You can use the mirages to effortlessly disguise your own actions as long as you have at least one near you. While doing so, you can *Dodge* as if Boosted by a Status Level equal to the number of mirages near you. Each successfully dodged Strike then causes one of the mirages to be hit instead, destroying them instantly.

Maintaining this illusion requires constant concentration; at the start of every turn you can choose and attempt one of the following:

- Pay 1 FP for every mirage still active.
- Make a Steady check with a Grade of Success for every turn that's already passed.

If you fail to do either of the above, all of your mirages disappear!

In the thick of battle, it doesn't matter if your illusions are unconvincing – they just need to distract the enemy for a split second.

Resilient

A character with this Trait is hard to keep down. After being KO'd, they can make a Steady check as an action whenever they would normally be able to act.

With a Nice result they can get back up, and if they have less than 5 HP they recover back up to 5 HP; with an extra Grade of Success, they can act immediately, too!

Each successful Resilient check increases the required Grades of Success for future checks in that scene or encounter. If this would force the minimum required above Unbelievable, then that result becomes impossible.

If a Resilient character is KO'd by one of their Weaknesses, their Resilient Trait is rendered inactive until they can naturally recover.

Resist

A character with this Trait has some measure of Defense versus certain elements or effects, even protecting them from Piercing attacks or attacks they'd otherwise be weak to!

However, this Defense bonus only applies to the specified kind of attack.

If an attack or other effect of their resisted type would inflict a Status, this character receives +1d6 to checks to resist or overcome that Status for each point of Resist they have.

They may also take on a side-effect of the attack, similar to Immune, which applies even if the damage would be negated.

Where applicable, Immune overrules Resist, and Resist overrules Weakness.

Sinker

A character with this Trait cannot swim in water or other liquids, at all, though they can walk around at the bottom.

If they're Adapted to the environment, they don't risk drowning, and can move comfortably as if they were on dry land.

Otherwise, their ability to move (e.g. Athletics) is hampered, as if they were Weakened (1), and if they need to breathe they may risk drowning.

State

You are able to enter a different State, either at-will or in response to other actions, which provides its own benefits and drawbacks. The details vary from State to State.

Undead

A character with this Trait isn't, technically speaking, alive. They may still have the spark of "life", but they're fundamentally different from their living counterparts.

- Undead can never truly be ended; even if they aren't Resilient, their spirit will linger on in some fashion.
- Undead don't need to breathe, granting them a number of passive immunities in addition to their listed Traits (such as immunity to scent-based effects).
- Lifelike Undead (such as Boos or Broozers) can, and often need to, eat – though they may have different preferences to the living.
  However, True Undead (such as Dry Bones) can't eat at all, preventing them from using Mushrooms, Syrups and other curatives.
- Undead can't be healed through conventional means; typically, only Magic substitution or appropriate Magic-based Techniques will work, which may even need to be a particular element. True Undead can't even recover HP when they rest!
  Undead otherwise follow all the standard rules for recovering HP.

Weakness

You are vulnerable to a specific type of hazard, Technique or attack. You can still Guard against attacks that trigger your Weakness, and any Resists you have still apply, but you don't receive any Defense unless otherwise specified and may take on a negative effect.

Whenever a Strike would trigger your Weakness, you may take extra damage which can't be Guarded against, or the damage you've taken may be modified. Any other effects (like Statuses) only apply once per attack, no matter how many Strikes hit you.

If you can *Superguard* a Strike, though, you can ignore the Weakness altogether!

If the Technique would bestow a Status Effect on its own, that still applies even if you prevent the damage – and depending on your Weakness, it might even be worse than usual!

You usually can't protect against Statuses added by the triggering Technique or by your Weakness with Steady, unless one of your Resists applies, and instead have to suffer the full brunt of their effects. You can still reduce their duration through Steady actions on your turn, as normal.

Where applicable, Immune and Resist apply before Weakness.

Statuses

A number of different Statuses can be dealt out to characters over the course of a battle or adventure, both positive and negative.
A Status' duration is measured in turns; for each full turn that passes for the character with that Status (not including Surprise Rounds), its duration is reduced by 1, until it ends at 0.

No matter where a character receives their Status, the same Statuses never stack – you can't be poisoned twice, and you can't Boost Attack twice in a row, so only the highest level of that Status is treated as active.
In the thick of combat Statuses are more volatile and tend to be measured in turns, but outside of battle, you can generally treat each minute of game time as a turn.

The severity of each Status is based on its Status Level, which can be shortened to a number in brackets next to it, like (1).
If an effect would require you to roll under the Status Level, but success isn't possible (i.e. the Status Level is 6 or more), you don't have to roll.

Finally, if a Status is mentioned without specifying its Level, assume it's Level 1.

Boosted

Your abilities are Boosted, increasing them by the Status Level for the duration of this status.
You can Boost Attack, Defense, Resists, a Stat or a Skill, though your HP, FP and BP are never affected by this.
Boosts can be even more specific, targeting specific uses of a Skill (such as *Dodging* or attacking).
When an enemy has their Stats or Skills Boosted, players suffer an equivalent dice penalty against Boosted actions; for example, an enemy's Boosted Coordination could take dice away from players when they Guard against their attacks.

Charmed

You're easier to convince, allowing people to manipulate you to do things against your best interests.
Once during your turn the person who Charmed you can make a Persuade check as a free action, opposed by Steady, to direct your actions. For each Status Level, they receive a +1d6 bonus on this check.
If an enemy Charmed you they don't make a Persuade check, but they can still direct you during your turn. You still react with a Steady check, but you need a Grade of Success for each Status Level to resist it instead.

Confused

Your senses are addled, causing you to act irrationally. At the start of your turn roll 1d6; if the result is greater than the Status Level, you act as normal. Otherwise, you act against your best interests (as dictated by the GM).

Dazed

You're temporarily unable to act, though not completely powerless – you may be asleep, staggered, tied up or even frozen!
You can't defend yourself or resist enemy actions at all, and the only action you can take on your turn is to try and Steady yourself.
Whenever you're dealt damage, you can make a Steady check as a reaction; if you earn at least as many Grades of Success as the Status Level, you recover and this Status ends immediately!
Enemies affected by Daze instead shake it off when they're dealt damage equal to or greater than the Status Level.

Disarmed

Your abilities have been Disarmed in some way, such as by mental befuddlement or physically stealing your equipment, preventing you from using a specific kind of attack or Trait (e.g. jump attacks, hammer attacks, group-target attacks).
When you attempt to make a check with a Disarmed ability, roll 1d6; if you roll over the Status Level, you're still able to take the action, and may be able to recover on the spot!
If you can improvise a solution, you may be able to negate this Status entirely – but on the other hand, it might last longer if you can't reasonably recover.

Disoriented

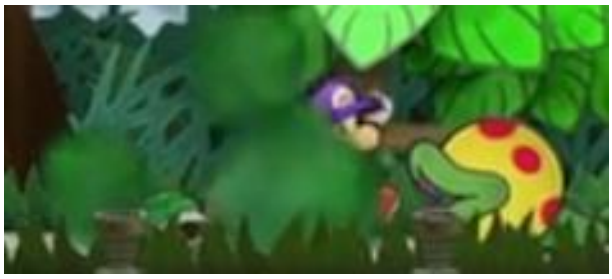
When making a check that requires the use of your eyes, or other senses as appropriate, you suffer a -1d6 penalty per Status Level.
Enemies affected by Disorientation instead make player's checks easier, granting a +1d6 bonus per Status Level.

Hustled

Whenever you could take an action on your turn, you can take up to 1 additional action for each Status Level; however, each Hustled action you take requires 1 more Grade of Success for each action taken before it. Your reactions and free actions suffer no penalty, as usual.

Lingering

You suffer from a continuous damaging effect, such as a persistent burn or a poison.
At the end of each of your turns you take damage equal to the Status Level, and the Status Level is downgraded by 1 (to a minimum of 1).



Putrid poisons are a great way to break past enemy defenses – and an ever-present threat for adventurers!

Provoked

You're berserk, and your anger is directed towards one target in particular.
Your target must seem legitimate; you couldn't be Provoked to attack an ally, for instance.
At the start of your turn roll 1d6; if the result is greater than the Status Level, you can keep a cool head and act as normal.
Otherwise, you must make the subject of this Status your primary target, and can't use attacks that affect other targets, use non-damaging Techniques, or take any other action.
If an attack would primarily target them, but have consequences for other characters (such as a Burst, Launch or Strike-Through attack), that can still be used.
If an attack on the target isn't possible, you can act freely, but you're still Provoked; if in the future it's possible to attack the target, you'll have to resist this Status as normal.

Secure

You've turned invincible! You're completely immune to attacks and virtually all other Techniques; they either glance off harmlessly or fail to even touch you.
Note though that your enemies may be able to bypass you and attack your allies in melee – depending on how you become Secure.
This kind of security takes a lot of concentration; if you attack or otherwise target someone with a debilitating effect, this status ends immediately.
On top of this, if an effect would trigger one of your Weaknesses or otherwise be able to logically bypass your security (like an earthquake shaking you out of a burrow), it ignores your Secure Status and immediately neutralises it.
Regardless, the Status Level is always 1.

There's lots of ways to become Secure in battle, but they almost always have some kind of drawback, even if it's not obvious. Think carefully about when and where you turn Secure!

Stunned

You've been staggered, and though you can try to resist, you may be unable to act or fight back! You could be paralysed or frozen in time.
At the start of your turn, roll 1d6; if you roll over the Status Level, you're able to act as normal, but are otherwise helpless to act. You can't defend yourself, and the only action you can take on your turn is to try and Steady yourself.

Tutored

You've learned how to make use of new Technique Traits – or maybe you can't get them out of your head.
When you use an Innate Technique, you can include one positive tutored Trait for each Status Level at-will without spending additional FP.
However, for the duration of the Status, you must include one negative tutored Trait (if applicable) for each Status Level whenever you use a Technique, without affecting the FP spent.
For the purposes of this Status, count multiple instances of the same Technique Trait (e.g. Lingering x2) as separate Traits (requiring a Status Level of 2 to use both Lingering Traits).

Weakened

Your abilities are Weakened, reducing them by the Status Level for the duration of this status. Stats and Defenses can be reduced to 0, though Attack and Skills can be reduced even further to give them negative values!
You can suffer from Weakened Attack, Defense, Resists, Stats or Skills, though your HP, FP and BP are never affected by this. Weakening can be even more specific than this, targeting specific uses of a Skill (such as Dodging or attacking).
When an enemy has their Stats or Skills Weakened, players receive an equivalent dice bonus against Weakened actions; for example, an enemy's Weakened Steady could give players extra dice when dealing status effects to them.

Weakening an enemy's abilities is a great way to support your team, and can often be just as impactful as Boosting your allies!

Terrain

Adventures and battles can take place in a wide variety of locations, under any number of conditions. Some of the common varieties are listed here, but this list and the effects attributed to each Terrain are by no means exhaustive.

Usually all parties in battle are impacted by the Terrain, but it's possible through circumstance or Techniques for just a small area to be impacted. In this case, whenever characters affected would move or swap spaces, the Terrain often stays in the same place – potentially affecting a different combatant, or even removing it from the battlefield.

Multiple Terrains may even be considered active at once in the same area, as long as they don't contradict each other; for instance, the weather in an area can't be both a Gale and a Heatwave.

Just like Status Effects, Terrain can appear in a variety of different levels. If the level of a Terrain isn't specified, assume it's at Terrain Level 1. Replace references to [X] in Terrain effects with the Terrain Level.

Finally, note that if both a Pro and a Con of a Terrain would apply in a given situation, the Con takes priority.

Dark

Lighting

It's too dark for most characters to see.

Characters with appropriate Notice specialisations (e.g. Dark Places, Scent) ignore the dark's effects on their skill checks.

Characters can negate the effects of darkness on themselves (and on attacks targeting them) by keeping a light source close at hand, though the darker it gets, the stronger a light they'll need. Strong enough light can negate the effects of darkness entirely, effectively dismissing the Terrain.

Pros	Cons
Light Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration. They ignore the penalty to their Primary Checks.	Primary Checks for all Techniques used from here or against characters here require [X] additional Grades of Success.
Trickery checks to hide in the shadows receive +[X]d6, as if Boosted.	Notice checks to look around in the dark require [X] additional Grades of Success; without an appropriate light source, they may even be impossible.

Elevated

Environment

You're positioned somewhere comfortably above the battle, just out of reach. This is typically higher up than standard Elevation or Flying will get you, with more space to stand and cover yourself.
Characters are able to climb up with Athletics as an action, as long as their surroundings would allow it and they achieve at least [X] Grades of Success. Otherwise, characters may only be able to reach with appropriate Techniques, or by using their surroundings wisely.

Pros

Characters here are treated as if they're elevated, as with the Elevation Trait.

Aerial Techniques on targets down below have +[X] Attack on the first strike, though as normal the attacker forfeits their elevation.

Air and Quake attacks used against characters here receive +[X] Attack, and Statuses caused by them have +[X] level and duration.

Guard and Trickery checks to resist attacks from below (besides Air and Quake) receive +[X]d6, as if Boosted.
Melee attacks may even be impossible, depending on the surroundings.

Cons

Failing a Steady check to stay elevated causes you to take [X] damage when you fall back down.

Gale

Weather

The wind whips around you relentlessly, threatening to carry light targets up, up and away.

Pros

Air, Ice and Shock Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Characters here who would recover HP from Air attacks (e.g. Aeromental creatures) recover 1 HP at the start of each turn.

Cons

Fire and Water Techniques used from here or against characters here have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Steady checks to keep your footing here require [X] additional Grades of Success.

Characters with Weakness (Air) must hold their ground against the gale at the end of each turn, requiring a Steady check versus Disorientation at Status Level [X], lasting for [X] turns. This suffers the same penalty as other Steady checks.

Goop

Hazard

A mess of toxic goop coats the floor.

Characters with Adapted (Water) or who would recover HP from Poison attacks (e.g. Piranha Plants) ignore penalties to their skill checks from the sludge.

Pros

Poison and Water Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Characters here who would recover HP from Poison attacks (e.g. Piranha Plants) recover 1 HP at the start of each turn.

Cons

Earth and Fire Techniques used from here or against characters here have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Characters vulnerable to poison in contact with it suffer a Lingering Poison while in contact with the goop, at Status Level [X]. This Status lasts as long as the character remains in contact with the goop, can't have its duration lowered with Steady, and its Status Level doesn't decrease over time; instead, it increases each turn the character stays in contact with the goop.
It continues to last for [X] turns after they leave the goop, but the Status Level will decrease as normal.

Athletics and Coordination checks to run or move around on the ground require [X] additional Grades of Success.

Steady checks to keep your footing require [X] additional Grades of Success.

Heatwave

Weather

The heat in the area is overwhelming.

Characters with Immune (Fire) or Resist (Fire) ignore penalties to their skill checks from the heat.

Pros

Blast and Fire Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Characters here who would recover HP from Fire attacks (e.g. Bubbles) recover 1 HP at the start of each turn.

Cons

Ice and Water Techniques used from here or against characters here have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Characters here who would particularly suffer from the heat (e.g. Blizzards, Dayzees) lose [X] HP at the end of each turn, with no chance to resist.

Athletics checks here require [X] additional Grades of Success due to the sweltering heat.

Lava

Environment

A pool of molten lava stands in your way!

Airborne or Elevated characters, or characters with Immune (Fire), suffer no penalty here.

Pros

Successfully dodging a melee attack here causes the attacker to contact the lava, taking [X] Piercing Fire damage from the lava immediately.

Blast and Fire Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Characters here who would recover HP from Fire attacks (e.g. Bubbles) recover 1 HP at the start of each turn.

Cons

Ice and Water Techniques used from here or against characters here have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Characters take [X] Piercing Fire damage at the end of each turn, with no chance to resist. Each continuous turn they stay in the lava, the damage per turn increases by 1.

Overgrown

Environment

The plant life in the area grows thickly all around.

Pros

Earth Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Fire Techniques used on characters here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Athletics checks to climb around on the plant life receive +[X]d6, as if Boosted.

Trickery checks to hide in the foliage receive +[X]d6, as if Boosted.

Cons

Quake and Shock Techniques used from here or against characters here have –[X] Attack, and Statuses caused by them have –[X] level and duration (to a minimum of 1).

Water Techniques used against characters here have –[X] Attack, and Statuses caused by them have –[X] level and duration (to a minimum of 1)

Rain

Weather

Heavy rainfall falls from the sky, affecting everyone in the rain. Typically, the rain affects everyone in a battle.
Characters with Adapted (Water), Immune (Water) or Resist (Water) ignore penalties to their skill checks from the rain.

Pros

Air, Shock and Water Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Characters here who would recover HP from Water attacks (e.g. Dayzees) recover 1 HP at the start of each turn.

Trickery checks to quietly sneak around in the rain receive +[X]d6, as if Boosted.

Cons

Blast and Fire Techniques used from here or against characters here have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Characters here who would particularly suffer from the water (e.g. Bubbles) lose [X] HP at the end of each turn, with no chance to resist.

Steady checks to keep your footing in the rain require [X] additional Grades of Success.

Sandstorm

Weather

The wind carries an endless stream of sand and dust around you.
Characters with Immune (Earth), Resist (Earth), Immune (Air) or Resist (Air) ignore penalties to their skill checks from the sand.

Pros

Air and Earth Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Trickery checks to hide yourself amongst the dust clouds receive +[X]d6, as if Boosted.

Cons

Fire and Shock Techniques used from here or against characters here have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Magic checks here require [X] additional Grades of Success due to the floating dust impeding your concentration and speech.

Notice checks to look around in the storm require [X] additional Grades of Success; without an appropriate means to pierce through the storm, they may even be impossible.

Characters with Weakness (Earth) or Weakness (Air) lose [X] HP at the end of each turn, with no chance to resist.
All other characters without Immune (Earth), Resist (Earth), Immune (Air) or Resist (Air) lose 1 HP at the end of each turn.

Spikes

Hazard

Perilous pointy spikes impede your progress!

Characters with Immune (Spikes) suffer no penalty here.

Pros	Cons
Grounded characters making Trickery checks to dodge incoming attacks receive +[X]d6, as if Boosted, and successfully dodging a melee attack (without Reach) causes the attacker to take ½ [X] damage from the spikes.	Melee attacks made from here by grounded characters (without Aerial or Reach), or against grounded characters here (without Reach), require [X] additional Grades of Success; on failure, the attacker takes ½ [X] damage from the spikes.

Smog

Weather

Thick clouds of smoke, fog or other gas blanket the area, making it difficult to see.

Characters with appropriate Notice specialisations (e.g. Fog, Scent) ignore the smog's effects on their skill checks.

Depending on the nature of the smog, strong gusts of wind, scorching hot flame or other effects can dismiss the smog altogether.

Pros	Cons
Statuses caused by Air Techniques or Lingering Poisons used from here have +[X] level and duration.	Primary Checks for all Techniques from here or used on characters here require [X] additional Grades of Success.
Trickery checks to hide in the smog receive +[X]d6, as if Boosted.	Notice checks to look around in the smog require [X] additional Grades of Success; without an appropriate means to pierce through the smog, they may even be impossible.

Snow

Weather

A thick blanket of ice and snow covers the ground, and a chill carries through the air.

Characters with Immune (Ice) or Resist (Ice) ignore penalties to their skill checks from the snow.

Pros

Ice Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Water Techniques used from here gain the Ice Element, but don't gain further benefits from the snow.

Characters here who would recover HP from Ice attacks (e.g. Blizzards) recover 1 HP at the start of each turn.

Cons

Fire Techniques used from here or against characters here have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Characters here who would particularly suffer from the cold (e.g. Bubbles) lose [X] HP at the end of each turn, with no chance to resist.

Athletics and Coordination checks to run or move around on the ground require [X] additional Grades of Success.

Steady checks to keep your footing require [X] additional Grades of Success.

Static

Hazard

A dangerous electrical field surrounds the battlefield.

Characters with Immune (Shock) or Resist (Shock) ignore penalties to their skill checks from the static.

Pros

Shock and Water Techniques used from here or against characters here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Characters here who benefit from electricity (e.g. robots) recover 1 HP at the start of each turn, even if they would normally be affected by Shock Techniques.

Cons

Air Techniques used from here or against characters here have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Characters without Immune (Shock) or Resist (Shock) treat their Water Techniques as if they have Blowback.

Characters here who are particularly vulnerable to electricity, and don't otherwise benefit from it (e.g. Cheep Cheeps), lose [X] HP at the end of each turn, with no chance to resist.
All other characters without Immune (Shock) or Resist (Shock) lose 1 HP at the end of each turn.

Heal and Cheer checks to assist yourself or your allies require [X] additional Grades of Success.

Underground

Environment

Way down below – further down even than ordinary burrowing can get you. Traveling underground isn't inherently much more dangerous than any other Terrain, but travellers have to be mindful of tremors all around, and there's less movement in the air.

An Underground environment often overlaps with Dark lighting, though that's not necessarily always the case.

Pros	Cons
Quake Techniques used from here or against characters here have +[X] Attack, and Statuses caused by them have +[X] level and duration.	Air Techniques used from here have -[X] Attack, and Statuses caused by them have –[X] level and duration (to a minimum of 1).

It can be a lot of fun to play around with Terrain, both as part of your strategy and as part of the world. Even simple environments, like a peaceful grassland or an underground cave, offer a diverse range of encounters that can give your adventure a distinct flavour.

Underwater

Environment

Diving under the water is like a whole new world, allowing characters to float around freely, though they must take care to avoid drowning.
These effects still apply to characters treading water near the water's surface, though they don't have to hold their breath unless forced under.

Pros

Adapted characters act as if they have the Hover Trait.

Other characters can swim as if they have the Fly Trait, but their Primary Checks require [X] additional Grades of Success while swimming.
Otherwise, they don't necessarily sink to the bottom of the water, but they're not mobile enough to keep up with swimming combatants.

Water Techniques used from here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Shock Techniques used against characters here have +[X] Attack, and Statuses caused by them have +[X] level and duration.

Adapted characters who would recover HP from Water attacks (e.g. Water Elementals) recover 1 HP at the start of each turn.
Other characters don't receive this benefit, regardless of their interaction with Water.

Cons

Blast and Fire Techniques used from here, and Water Techniques used against characters here, have -[X] Attack, and Statuses caused by them have -[X] level and duration (to a minimum of 1).

Characters with the Sinker Trait sink to the bottom of the water, and are unable to swim.

Characters can't use their own Fly or Hover Traits while underwater.

Characters who need to breathe air can only hold their breath for 1 turn for each point of Heart they have; afterwards, at the end of each round, they must make an Athletics or Steady check to hold their breath and resist a Lingering (1) Status.
This Status lasts as long as the character remains underwater, can't have its duration lowered with Steady, and its Status Level doesn't decrease over time; instead, it increases each turn the character is underwater.
Once the character surfaces, this Status ends completely.

Characters with Weakness (Water) lose [X] HP at the end of each turn, with no chance to resist.
In addition, they can't hold their breath at all without making checks.

Different Terrains call for different strategies! Think carefully about how to take advantage of your environment, and how to get around problems in the field. Even if it's not codified in the Terrain rules, you can find innovative solutions to most any problem.

Inventory

Players can carry around a wide variety of Items, Power-Ups, Gear and Badges. Regardless of the size or number of things being carried, all players begin play with 10 Inventory slots, which can each fit an Item, Power-Up, piece of Gear or similarly-sized handheld object.

Items

Items are single-use consumables with a wide variety of effects. Generally, Items require an action to use and are consumed immediately. You don't need to make any special checks, though you can get more out of your Items using *Aim*, *Heal* and *Crafts*.

Item	Type	Value	Effect
Mushroom	Curative	5 Coins	Restores 5 HP to a willing target.
Super Shroom	Curative	15 Coins	Restores 10 HP to a willing target.
Ultra Shroom	Curative	200 Coins	Restores 50 HP to a willing target.
Slow Shroom	Curative	15 Coins	Restores 2 HP a turn for 10 turns to a willing target.
Life Shroom	Curative	50 Coins	Restores 10 HP and revives a willing target from KO. If a character is KO'd while holding a Life Shroom, it is automatically consumed and heals them back to 10 HP.
Dried Shroom	Curative	2 Coins	Restores 1 HP to a willing target.
Honey Syrup	Curative	5 Coins	Restores 5 FP to a willing target.
Maple Syrup	Curative	20 Coins	Restores 10 FP to a willing target.
Jammin' Jelly	Curative	200 Coins	Restores 50 FP to a willing target.

Item	Type	Value	Effect
Gradual Syrup	Curative	15 Coins	Restores 2 FP a turn for 10 turns to a willing target.
Tasty Tonic	Curative	3 Coins	Cures status ailments (e.g. Lingering, Stun) for a willing target.
Hustle Drink	Curative	40 Coins	Cures Status ailments (e.g. Lingering, Stun) for a willing target, and allows them to Hustle (1) for the next turn.
Whacka Bump	Curative	200 Coins	Restores 25 HP and 25 FP to a willing target.
Dusty Hammer	Attack	2 Coins	Deals 1 Piercing damage to target enemy.
Dusty Boomerang	Attack	5 Coins	Deals 1 Piercing damage, twice, to all enemies in target group in a straight line.
POW Block	Attack	5 Coins	Deals 2 Piercing Earth/Quake damage to all enemies outside the user's group in contact with a solid surface.
Reflect Cape	Attack / Booster	10 Coins	Deals 2 Piercing damage to a target in melee, then equips the user with a cape; until the end of the round, they receive +1d6 to Guard checks against ranged attacks, as if Boosted.
Fire Burst	Attack	10 Coins	Deals 3 Piercing Fire damage to all enemies in target group and leaves a Lingering (1) burn for 3 turns.
Ice Storm	Attack	10 Coins	Deals 3 Piercing Ice damage to all enemies in target group – targets are frozen, Dazing (1) them for 1 turn.
Bubble Wave	Attack	10 Coins	Deals 3 Piercing Water damage to all enemies in target group – targets are encased in bubbles, Dazing (1) them for 1 turn.
HP Drain	Attack	10 Coins	Deals 5 Piercing Shadow damage to target, then restores the damage dealt as HP for the user.
Thunder Bolt	Attack	10 Coins	Deals 5 Piercing Shock damage to target.
Thunder Rage	Attack	20 Coins	Deals 5 Piercing Shock damage to all enemies outside the user's group.

Item	Type	Value	Effect
Earth Quake	Attack	15 Coins	Deals 5 Piercing Earth/Quake damage to all enemies outside the user's group in contact with a solid surface.
Shooting Star	Attack	30 Coins	Deals 6 Piercing Star damage to all enemies outside the user's group.
Fright Mask	Hazard	5 Coins	All enemies in target group are terrified, either fleeing or leaving them Stunned (3) for 3 turns (their choice).
Sleepy Sheep	Hazard	8 Coins	All enemies in target group are put to sleep, Dazing (1) them for 3 turns.
Mini Mr. Mini	Hazard	8 Coins	All enemies in target group are shrunken, greatly Weakening (2) Attack for 3 turns.
Mr. Softener	Hazard	8 Coins	All enemies in target group are softened up, sharply Weakening (3) Defense for 3 turns.
Dizzy Dial	Hazard	12 Coins	All enemies in target group are dizzied, Disorienting (1) them for 3 turns.
Stopwatch	Hazard	25 Coins	All enemies in target group are partially frozen in time, leaving them Stunned (3) for 3 turns.
Ruin Powder	Hazard	15 Coins	All enemies in target group have their senses addled, Confusing (3) them for 3 turns.
Power Punch	Booster	15 Coins	Enlarges a willing target, greatly Boosting (2) Attack for 3 turns.
Courage Shell	Booster	5 Coins	Toughens a willing target's body, sharply Boosting (3) Defense for 3 turns.
Volt Shroom	Booster	10 Coins	Electrifies a willing target, bestowing the following Contact trait for 3 turns: Contact The attacker takes 1 Piercing Shock DMG, and you make a Steady check; the attacker is Dazed for 1 turn for each Grade of Success.
Spite Pouch	Booster	10 Coins	Protects a willing target with a vengeful curse, bestowing the following Contact trait for 3 turns: Contact The attacker takes Piercing damage equal to ½ the damage dealt to you, with no chance to resist.

Item	Type	Value	Effect
Repel Cape	Booster	15 Coins	Makes a willing target dodgier; for the next 3 turns, their Dodge checks are Boosted (1). While this Boost lasts, they can attempt to Dodge before they Guard.
Boo's Sheet	Booster	25 Coins	Turns a willing target invisible like a Boo for 1 turn, making them invisible, intangible and bestowing the following Weakness: Weakness (Sudden Light) This weakness overrules any existing immunity or resistance. You are stunned by the light, ending your invisibility and Dazing (1) you for a turn for each point of damage taken (minimum 1 turn).
Stone Cap	Booster	30 Coins	Turns a willing target into a solid stone statue for 3 turns, preventing them from taking any action, but making them immune to all attacks, hazards, Statuses and similar effects. If used while airborne, the user can crash into a single target from above, dealing 6 Earth DMG with an Aerial attack! In any case, the user is grounded for the duration, ignoring their Fly or Hover Traits. Your existing Immunities, Weaknesses and Resistances are replaced with this Weakness for the duration: Weakness (Blast, Quake) Your stone form is chipped, ending your invulnerability and Dazing (1) you for a turn for each point of damage taken (minimum 1 turn).
Carry Cloud	Booster	30 Coins	Gives a willing target a cloud to ride in for 3 turns, bestowing the Hover and Fly Traits; checks made to Fly with the cloud can use either Coordination or Magic instead of Athletics. The cloud becomes intangible and floats away afterwards.

Item	Type	Value	Effect
Mystery Box	Quirk	3 Coins	When used, roll 2d6 to determine this Item's effect. If the user would receive an Item after use, it must either be used on themselves immediately (as part of the same action) or be wasted as the magic of the Mystery Box fades away. • 2: The user is struck by a Dusty Hammer, with no chance to resist. • 3: The user briefly receives a Repel Cape. • 4: The user briefly receives an Ultra Shroom. • 5: The user briefly receives a Slow Shroom. • 6: The user briefly receives a Mushroom. • 7: Target enemy group is affected by a Fire Burst. • 8: The user briefly receives a Honey Syrup. • 9: The user briefly receives a Gradual Syrup. • 10: The user briefly receives a Jammin' Jelly. • 11: Target enemy group is affected by a Stopwatch. • 12: All enemies outside the user's group are affected by a Shooting Star. If a Mystery Box would be crafted into another Item, roll 2d6 as above, and treat the Mystery Box as that Item. Its value stays the same.
Point Swap	Quirk	5 Coins	Swaps any target's current HP and FP totals, without exceeding their maximum values. Effectiveness on enemies can vary depending on their effective FP.
Poison Shroom	Quirk	50 Coins	When fed to a willing target, they roll 1d6: • On 1-5, if the user is immune to poison or similar statuses, they heal 10 HP. Otherwise they're afflicted with a Lingering (1) poison for 3 turns; if they're unable to shrug it off with Steady outright, their current HP is also halved. • On 6, their HP is completely restored, and their status ailments (e.g. Lingering, Stun) are cured.

Why would you want to eat a Poison Shroom? The risk far outweighs the reward. Although, if you get creative, you can find all sorts of uses for weird Items like these.

Power-Ups

Power-Ups are particularly special kinds of consumable Items which provide ongoing effects for a single willing target, similar to Statuses caused by Booster Items.
A character can have one Power-Up active at a time, with new Power-Ups replacing existing Power-Ups immediately.

Power-Ups provide a variety of passive benefits, and can grant modifiers to Innate Techniques or give the user access to entirely new Techniques.
These Technique benefits can't be used simultaneously; you can't enhance your Techniques with more than one Power-Up effect at a time, for instance.

The magic of a Power-Up doesn't last long! It takes special care to preserve them for future use, requiring a Crafts, Magic or similar check to keep them safe. Typically this requires at least a Great result, though as always, you may be able to get by with less.
Otherwise if they aren't used, a Power-Up will wilt or expire within a few minutes of acquiring it. Some of their magic will last, though, allowing them to be used as ordinary Items.
When purchased in stores, Power-Ups come pre-preserved in special containers – accounting for their higher cost.

Once a Power-Up is used, its Power-Up state lasts as long as its user is able to concentrate, typically ending on its own outside of combat or during breaks between adventure.
Whenever the user takes damage from an attack or is otherwise shaken up, they have to make a Steady check to hold on; on failure, the Power-Up is lost.
Each Steady check made requires a higher Grade of Success than the last check, until the Power-Up is lost.
No matter what, the effects of the Power-Up don't impact this Steady check, either to make it easier or harder.

Item	Type	Value	Effect
Fire Flower	Power-Up	50 Coins	Bestows the power to generate fire. When wilted, the petals can be scattered to produce a similar effect to a Fire Burst. For 5 FP: Adds +1 Attack, Lingering x2 and Element (Fire) to an attack. For 5 FP: Fireball Launches a volley of fireballs at a single enemy. Aim or Magic: Deals 1 Piercing Fire DMG to the target, repeating with another strike for each Grade of Success, hitting up to [2 x (Power + 1)] times. Excess damage spills over to new targets. Each target may be burnt. Bully or Magic: Nice!: Lingering (1) for 3 turns Good!: Lingering (2) for 3 turns Great!: Lingering (3) for 3 turns Adds: +1 Resist (Fire) Removes: Immunities and Resistances to Ice and Water
Ice Flower	Power-Up	50 Coins	Bestows the power to generate ice. When wilted, the petals can be scattered to produce a similar effect to an Ice Storm. For 5 FP: Adds +1 Attack, Daze x2 and Element (Ice) to an attack. For 5 FP: Iceball Launches a barrage of ice at a single enemy. Aim or Magic: Deals 1 Piercing Ice DMG to the target, repeating with another strike for each Grade of Success, hitting up to [2 x (Power + 1)] times. Excess damage spills over to new targets. Each target may be frozen in place. Bully or Magic: Nice!: Daze (1) for 3 turns Good!: Daze (2) for 3 turns Great!: Daze (3) for 3 turns Adds: +1 Resist (Ice) Removes: Immunities and Resistances to Fire

Item	Type	Value	Effect
Bubble Flower	Power-Up	50 Coins	Bestows the power to generate bubbles of water. When wilted, the petals can be scattered to produce a similar effect to a Bubble Wave. For 5 FP: Adds +1 Attack, Indirect and Element (Water) to an attack. For 5 FP: Bubble Blower Launches a cloud of bubbles at a foe at range, which breeze past them to strike enemies behind them. Each new target causes the cloud to grow weaker, dealing 1 less damage (to a minimum of 1). Each target may be encased in bubbles. Aim or Magic: Good!: [2 x (Power + 1)] Piercing Water DMG Bully or Magic: Nice!: Daze (1) for 3 turns Good!: Daze (2) for 3 turns Great!: Daze (3) for 3 turns Adds: +1 Resist (Water) Removes: Immunities and Resistances to Shock
Gold Flower	Power-Up	100 Coins	Bestows the power to generate radiant orbs of golden light. Even when wilted, the petals can be scattered to produce a burst of light, producing a similar effect to a Dizzy Dial – which also causes (roughly) 1d6 Coins to be scattered around. For 5 FP: Adds +1 Attack, Burst and Element (Light) to an attack. For 5 FP: Gold Burst Hurls an orb of golden light at the enemy, which explodes to strike a target in front of and behind them; the additional targets take 1 less damage (to a minimum of 1). Each target may be blinded by the light. Aim or Magic: Good!: [2 x (Power + 1)] Piercing Light DMG Bully or Magic: Nice!: Disorient (1) for 3 turns Good!: Disorient (2) for 3 turns Great!: Disorient (3) for 3 turns Adds: Immune (Light) Removes: Immunities and Resistances to Shadow Coins scatter around the battlefield when successfully attacking with a Gold Flower, leaving (roughly) 1d6 Coins for each attack made.

Item	Type	Value	Effect
Cloud Flower	Power-Up	50 Coins	Surrounds the target with a fluffy coat of clouds, allowing them to sculpt similar clouds from thin air. When wilted, the head of the flower can expand to function similarly to a Carry Cloud. For 5 FP: Adds +1 Attack, Indirect and Element (Air) to an attack. For 5 FP: Cloud Blast Conjures a thick wall of clouds and blasts it at the target indirectly, which then breeze past to strike enemies behind them. The size of the cloud allows it to hit enemies regardless of their elevation. Each new target causes the clouds to thin out, dealing 1 less damage (to a minimum of 1). Each target may be entangled in clouds, making it harder for them to fight back. Crafts or Magic: Good!: [2 x (Power + 1)] Air DMG Bully or Magic: Nice!: -1 Attack for 3 turns Good!: -2 Attack for 3 turns Great!: -3 Attack for 3 turns Adds: +1 Resist (Air) Elevation Spend 2 FP for each use. Elevation can be provided for yourself or for another willing character, and lasts as long as your Power-Up state. When used on yourself, you can use Athletics, Crafts or Magic. When used on other characters, either they use Athletics, or you use Crafts or Magic. Removes: Immunities and Resistances to Water

Item	Type	Value	Effect
Amp Shroom	Power-Up	50 Coins	Bestows the power to generate electricity. When wilted, can be eaten to produce a similar effect to a Volt Shroom. For 5 FP: Adds +1 Attack, Piercing and Element (Shock) to an attack. For 5 FP: Lightning Bolt Launches a blast of electricity at the enemy, arcing from them to strike enemies behind them. Each new target causes the bolt to lose some charge, dealing 1 less damage (to a minimum of 1). Each target may be temporarily paralysed by the shock. Aim or Magic: Good!: [2 x (Power + 1)] Piercing Shock DMG Bully or Magic: Nice!: Stun (1) for 3 turns Good!: Stun (2) for 3 turns Great!: Stun (3) for 3 turns Adds: +1 Resist (Shock) Removes: Immunities and Resistances to Earth.
Boo Mushroom Artist: LadyLuck	Power-Up	50 Coins	Turns the user ghostly and pale; they may even take on an uncanny resemblance to a Boo! When wilted, can be eaten to produce a similar effect to a Boo's Sheet. For 5 FP: Adds +1 Attack, Fear x2 and Element (Shadow) to an attack. For 2 FP: Outta Sight Turns the user and a willing ally invisible and intangible. Magic or Trickery: Nice!: Become Secure for 1 turn. Adds: Immune (Fear, Shadow) Weakness (Sudden Light) You are stunned by the light, Dazing (1) you for a turn for each point of damage taken (minimum 1 turn). Hover Intangibility Invisibility Removes: Immunities and Resistances to Light

Item	Type	Value	Effect
Rotten Mushroom Artist: LadyLuck	Power-Up	50 Coins	Floods the user's body with poison; if they're not immune to poison or similar statuses, they have to make a Steady check to resist a Lingering (1) poison lasting 3 turns; if they can't prevent the poison outright, their current HP is halved, and the Power-Up fails. When wilted, can be eaten (by the brave and the foolish) for an effect similar to a Poison Shroom. For 5 FP: Adds +1 Attack, Lingering x2 and Element (Poison) to an attack. For 5 FP: Touch of Death A simple touch carrying a potent poison. Coordination: Good!: [2 x (Power + 1)] Piercing Poison DMG Bully or Magic: Nice!: Lingering (1) for 3 turns Good!: Lingering (2) for 3 turns Great!: Lingering (3) for 3 turns Adds: Immune (Poison) Removes: Immunities and Resistances to Fire and Water
Super Leaf 	Power-Up	50 Coins	Gives the target a magic raccoon-like tail and ears, and some of the qualities of a Tanooki creature. When the magic fades, the leaf can be wielded for an effect similar to a Reflect Cape. For 0 FP: Tail Smack A hefty spinning smack of the tail, hitting the target indirectly. Coordination: Auto: [Power] DMG Nice!: [2 x Power] DMG For 2 FP: Adds Aerial and/or Indirect to an attack. Adds: Fly Latent (Stone Cap) For 5 FP: Activate the effect of a Stone Cap, targeting yourself. Grants the user +1d6 to checks where their tail and ears provides them a clear advantage, such as Notice checks to listen, or Steady checks to balance.

Item	Type	Value	Effect
Cape Feather	Power-Up	50 Coins	Gives the target a magic cape. When the magic fades, the feather can be wielded for an effect similar to a Reflect Cape. For 0 FP: Cape Spin A quick spinning smack with the cape, hitting the target indirectly. Coordination: Auto: [Power] DMG Nice!: [Power] DMG x2 For 2 FP: Adds Aerial and/or Indirect to an attack. For 5 FP: Plunging Tremor The user slams into the earth from above, causing a mighty tremor – affecting all enemies outside the user's group in contact with the floor, wall or ceiling. The user must be airborne before attacking, and becomes grounded afterwards. Athletics: Good!: [2 x [Power + 1]] Piercing Earth Quake DMG Adds: Fly Grants the user +1d6 to checks where their cape provides a clear advantage, such as Athletics checks to fly with a running start, or Guard checks to deflect projectiles.

Item	Type	Value	Effect
Blimp Fruit Original Design: @lucydndprincess Artist: @meineeds.rest	Power-Up	50 Coins	Helps the target blow themselves up just like a balloon. When wilted, can be eaten for an effect similar to a Honey Syrup. For 0 FP: Balloon Bounce The user puffs themselves up quickly to fling themselves around quickly and dive towards an enemy. Can be used to jump from the ground, or to plummet from above (causing the user to ground themselves after attacking). Athletics: If not plummeting: Auto: [Power] DMG Nice!: [2 x Power] DMG If plummeting: Nice!: [Power + 1] DMG Good!: [2 x [Power + 1]] DMG For 5 FP: Blowout The user unleashes a torrent of air from within, blowing all their foes back into each other. Athletics: Nice!: [Power] Piercing Air DMG Good!: [Power x 2] Piercing Air DMG Athletics or Bully: For each Grade of Success, all affected targets are struck by a launched foe in front of them. Each of these strikes deals [Power] DMG. Adds: Hover Fly Weakness (Sharp Objects, Spikes) You are popped and stunned; you take +2 damage, this Power-Up is dismissed and you're Dazed (1) you for a turn for each point of damage taken. Grants the user +1d6 to checks where their bouncy form provides a clear advantage, such as Athletics checks to bounce around, or Guard checks to deflect attacks. However, checks where the user's weightlessness is a hindrance, such as holding their ground with Steady, require a higher Grade of Success than usual.

Item	Type	Value	Effect
Boomerang Flower	Power-Up	50 Coins	Gives the target the ability to generate boomerangs from thin air. When wilted, the head of the flower can be thrown similarly to a Dusty Boomerang. For 0 FP: Boomer-Whack A quick smack with a held boomerang, hitting the target indirectly. Coordination: Auto: [Power] DMG Nice!: [2 x Power] DMG For 5 FP: Boomerang A hefty spinning boomerang smack from afar. Hits all targets in a straight line, twice. Aim: Good!: [Power + 1] DMG x2
Super Bell	Power-Up	50 Coins	Gives the target a fluffy outer coat, making them look and behave more cat-like. When the magic fades, the bell can be rung loudly, producing a similar effect to a Dizzy Dial, but based on sound. For 2 FP: Adds Aerial, Piercing or Indirect to an unarmed melee attack. For 0 FP: Cat Claws A rapid duo of claw swipes, striking indirectly with the suit's sharp claws at the foe's weak point. Coordination: Auto: [Power] Piercing DMG Nice!: [Power] Piercing DMG x2 Grants the user +1d6 to checks where their cat-like nature provides a clear advantage, such as Athletics when jumping and climbing, or Steady when balancing.

Item	Type	Value	Effect
Rock Mushroom	Power-Up	50 Coins	Coats the target in a light-weight rocky shell and allows them to bend the earth to their will. When wilted, the mushroom can be thrown to the ground for a similar effect to a POW Block. For 5 FP: Adds +1 Attack, Indirect and Element (Earth) to an attack. For 5 FP: Rolling Rock Forms a boulder around the user, then bowls through enemies – hitting indirectly. The user can bowl over the target to strike targets behind them. Each new target slows them down, dealing 1 less damage (to a minimum of 1). The sheer force of the blow can leave each target reeling. Athletics: Good!: [2 x (Power + 1)] Earth DMG Athletics or Bully: Nice!: Disorient (1) for 3 turns Good!: Disorient (2) for 3 turns Great!: Disorient (3) for 3 turns Adds: +1 Defense +1 Resist (Shock) Weakness (Blast, Quake) Your stone form is chipped, nullifying this Power-Up's Defense and Resist boosts for a turn for each point of damage taken (minimum 1 turn), as well as Dazing (1) you for the same duration. Removes: Immunities and Resistances to Blast and Quake Hover Fly

Item	Type	Value	Effect
Mini Mushroom	Power-Up	30 Coins	Causes the user to shrink to miniscule proportions. When wilted, can be thrown at enemies to produce a similar effect to a Mini Mr. Mini. For 5 FP: The user becomes Hustled (1) for 1 turn. For 2 FP: Under-Foot The user ducks away from combat with superior quickness, hiding behind something bigger. Trickery: Nice!: Become Secure for 1 turn. Adds: -2 Attack Homing and Selective to all Techniques. Weakness (Air, Crushing) Crushing attacks can't bypass your Secure status from Under-Foot. The Level and Duration of all Statuses you suffer from these attacks are doubled. Grants the user +2d6 to checks where their small size provides them a clear advantage, such as landing a hit with Coordination, or dodging attacks with Trickery. However, checks where the user's size is a hindrance, such as Guard, require a higher Grade of Success than usual.
Mega Mushroom Artist: LadyLuck	Power-Up	200 Coins	Causes the user to grow to a tremendous size. When wilted, can be eaten for an effect similar to a Power Punch. For 5 FP: Megaton Charge The user barrels forwards with their full weight, striking all enemies in the target group. Athletics: Good!: [Power] DMG Great!: [2 x Power] DMG For 5 FP: Megaton Stomp The user slams the ground with their full weight, causing a powerful shockwave – affecting all enemies outside the user's group in contact with the floor, wall or ceiling. Athletics: Great!: [2 x Power] Piercing Earth Quake DMG Adds: +3 Attack Grants the user +2d6 to checks where their large size provides them a clear advantage, such as blocking attacks with Guard, or standing their ground with Steady. Checks where the user's size is a hindrance, such as Coordination, require two more Grades of Success than usual; in the case of this Power-Up's Megaton Charge and Megaton Stomp, this is already factored in.

Power-Ups don't need to be preserved – if you don't want to use one right away, letting it wilt so you can use it as an Item can be a solid strategy. After all, the original games didn't have any Power-Ups!

Gear

Gear are specialised pieces of equipment that provide the user with new Gear Techniques and other significant advantages, both in the field and in combat. If players request personalised Gear, *Craft* it themselves or (in the case of Basic Gear) begin play with a Tool Technique, they can even design their own!

No matter the type of Gear, any ammunition they require isn't tracked; if any Gear is represented by a large number of disposable equipment (such as throwing weapons), one piece of Gear is enough to represent an entire supply.

- *Basic Gear*
  - Costs 30 Coins.
  - Doesn't provide bonuses to stats or checks.
  - If the Gear was generated through an Innate Tool Technique in character creation, players can begin play with it without spending Coins, and don't design a Gear Technique for the Gear; unfamiliar users only have access to a basic version of the Innate Technique, which functions like a Gear Technique.
  - Otherwise, this Gear provides the user with a new Gear Technique. This Technique must cost 0 FP and can include one Trait as a Tech Default, based on the Gear's primary use (e.g. Tool for weapons, or Aerial for boots).
    Regardless of the user's level, only 1 Trait can be used to reduce the Technique's FP cost.
  - Personal Traits can be added for a cost of 10 Coins each, but checks using those Traits (e.g. Fly) can only score up to a Nice result, the Trait can't cost FP, and their numerical values (e.g. Resist, HP healed with Immune, Contact damage) are limited to 1.

- *Super Gear*
  - Costs 400 Coins.
  - Grants either +1 Power (when wielded as a Weapon), +1 Defense (when carried as a Shield or worn as Armour), or +1 to a Stat (but typically doesn't affect HP, FP or BP).
  - Adds +1d6 to appropriate checks.
  - Grants the user a new Gear Technique using the Gear.
    This Technique can include one Trait as a Tech Default, based on the Gear's primary use (e.g. Tool for weapons, or Aerial for boots).
    Regardless of the user's level, up to 3 Traits can be used to reduce the Technique's FP cost.
  - Personal Traits can be added for a cost of 25 Coins each, with their numerical values beginning at 1. Checks using those Traits can score up to a Great result, but no higher.
    Each numerical effect of a Trait can be enhanced to 2 for another 25 Coins, but no further.
- *Ultra Gear*
  - Costs 800 Coins.
  - Grants either +2 Power (when wielded as a Weapon), +2 Defense (when carried as a Shield or worn as Armour), or +2 to a Stat (but typically doesn't affect HP, FP or BP).
  - Adds +2d6 to appropriate checks.
  - Grants the user two new Gear Techniques using the Gear.
    These Techniques can include one Trait as a Tech Default, based on the Gear's primary use (e.g. Tool for weapons, or Aerial for boots).
    Regardless of the user's level, up to 6 Traits can be used to reduce the Technique's FP cost.
  - Personal Traits can be added for a further 50 Coins each, with numerical values (e.g. Resist, HP healed with Immune, Contact damage) beginning at 1.
    Each numerical effect can be increased, 1 point at a time, for another 50 Coins.

The following pieces of Gear are just a few examples of what can be found in the world, either following these rules or as unique examples.

Gear	Type	Value	Effect
Basic Boots	Boots	30 Coins	An ordinary pair of jumping shoes. For 0 FP: Jump The user leaps onto the foe's head, attacking with a double-bounce. Athletics or Coordination: Auto: [Power] DMG Nice!: [Power] DMG x2
Basic Hammer	Weapon	30 Coins	An ordinary tool for busting blocks. For 0 FP: Hammer Whack The user smacks the foe with a straightforward hammer attack. Coordination: Auto: [Power] DMG Nice!: [2 x Power] DMG
Spiny Hat	Headgear	50 Coins	A skullcap with one or more sharp spikes, intended to ward off attacks from above. In a pinch, it can be used to attack. Adds: Immune (Aerial) This Immunity is negated if the attacker has Immune (Spikes). Contact The attacker takes 1 Piercing DMG, and you make a Steady check; with a Nice result, the attacker is Dazed for 1 turn. For 0 FP: Pointed Headbonk The user leaps onto the foe's head, skewering them with their own spiky head. Athletics or Coordination: Nice!: [Power + 1] DMG Good!: [2 x [Power + 1]] DMG

Gear	Type	Value	Effect
Spiny Spear	Weapon	50 Coins	A stick with a pointed spike attached at the end. While it's intended as a weapon, just carrying it around helps protect against jump attacks. Adds: Immune (Aerial) This Immunity is negated if the attacker has Immune (Spikes). Contact The attacker takes 1 Piercing DMG, and you make a Steady check; with a Nice result, the attacker is Dazed for 1 turn. For 0 FP: Spear Strike The user stabs from afar with their spear. This attack has reach, allowing it to hit airborne enemies. It can strike through the initial target to hit one more target behind them, but this attack deals -1 damage. Coordination: Nice!: [Power] DMG / [Power - 1] DMG Good!: [2 x Power] DMG / [[2 x Power] - 1] DMG
Super Boots	Boots	400 Coins	Sturdy leather boots. Comfy, but reliable. Grants +1d6 to appropriate checks (e.g. Athletics), and +1 Power when wielded, such as in Spin Jump. For 2 FP: Spin Jump The user jumps on the foe, then slams them with a forceful ground-pound. Athletics or Coordination: Auto: [Power] DMG Nice!: [Power] DMG, [2 + Power] DMG
Super Hammer	Weapon	400 Coins	A heavy iron hammer. Solid and reliable. Grants +1d6 to appropriate checks (e.g. Coordination) using this hammer, and +1 Power when wielded, such as in Spin Hammer. For 2 FP: Spin Hammer The user spins in place with their hammer, smacking targets into foes behind them. Coordination: Auto: [Power] DMG Nice!: [2 x Power] DMG Athletics or Bully: For each Grade of Success, launch the target into one additional target behind them, dealing [Power] DMG to each new target.

Gear	Type	Value	Effect
Ultra Boots	Boots	800 Coins	Aerodynamic jumping shoes. Built for maximum mobility as well as comfort. Grants +2d6 to appropriate checks (e.g. Athletics), and +2 Power when wielded, such as in Spin Jump and Spring Jump. For 2 FP: Spin Jump The user jumps on the foe, then slams them with a forceful ground-pound. Athletics or Coordination: Auto: [Power] DMG Nice!: [Power] DMG, [2 + Power] DMG For 4 FP: Spring Jump The user leaps high into the air, then slams back down onto the foe with a single decisive strike. Athletics or Coordination: Nice!: [3 + Power] DMG Good!: [2 x [3 + Power]] DMG
Ultra Hammer	Weapon	800 Coins	A solid steel hammer. Extremely heavy and nigh-unbreakable. Grants +2d6 to appropriate checks (e.g. Coordination) using this hammer, and +2 Power when wielded, such as in Spin Hammer and Ultra Whack. For 2 FP: Spin Hammer The user spins in place with their hammer, smacking targets into foes behind them. Coordination: Auto: [Power] DMG Nice!: [2 x Power] DMG Athletics or Bully: For each Grade of Success, launch the target into one additional target behind them, dealing [Power] DMG to each new target. For 4 FP: Ultra Whack The user builds up as much power as they can, then brings the hammer down on an enemy. Coordination: Nice!: [Power + 3] DMG Good!: [2 x [Power + 3]] DMG
Legendary Cookbook	Unique (Book)	500 Coins	A master chef's cookbook. Their legendary instruction can help any chef master the art of combining ingredients. It has no Techniques, but when the holder consults this book while cooking, they can make Crafts checks with +2 Spirit. Checks made to combine two ingredients are especially effective, receiving +2d6.

Gear	Type	Value	Effect
Strange Sack	Unique (Container)	500 Coins	An exceptionally roomy pack, equivalent in value and rarity to Ultra Gear. It has no Techniques, but provides an additional 10 Inventory slots for the holder to use, without occupying an Inventory slot itself. Items are still relatively easy to locate, even when the sack is full, as they seem to rise up to the top whenever they're needed.

Gear is rare and expensive, but well worth the effort to track down. A good piece of Gear can either supplement your existing skillset or make you more reliable in different fields, giving you more options to work with.

Badges

Badges are a special piece of equipment that take up no space in the inventory.
Instead, a character equips a number of their owned Badges at once. You can equip any number of Badges, but their BP total must be equal to or less than your maximum BP.

Badges enhance your abilities in a variety of ways, often subverting the rules of standard checks and Techniques, providing Badge Techniques or unlocking entirely new abilities.
It's important to remember though that Badges only add onto a character's standard actions; whenever a Badge would add traits to a Technique, they can only be added to an Innate or Gear Technique.

No matter what, the effect of any Badge can only be added once for each copy of that Badge equipped; you couldn't pay Power Smash's FP cost twice, unless you had two copies of Power Smash equipped.

Badge	BP	Type	Value	Effect
Heart Plus	3	Stats	150 Coins	Increases Heart by 1 and adds 5 Max HP.
Spirit Plus	3	Stats	150 Coins	Increases Spirit by 1 and adds 5 Max FP.
Courage Plus	3	Stats	150 Coins	Increases Courage by 1.
I Spy	1	Skills	50 Coins	Adds +2d6 to Notice checks to find treasure.
Super Appeal	1	Skills	50 Coins	Adds +1d6 to *Appeal* checks.
Timing Tutor	1	Skills	100 Coins	Adds +1d6 to *Stylish Move* checks.
Chill Out	1	Skills	74 Coins	Adds +2d6 to Initiative checks. You don't suffer First Strikes, even from a *Critical Failure*.

Badge	BP	Type	Value	Effect
Emblem Mask	1	Skills	300 Coins	You take on a simple disguise. Adds +1d6 to Trickery checks to maintain your disguise. Adds +1d6 to Persuade checks with people who are influenced by your disguise.
Peekaboo	2	Skills	100 Coins	Once per turn, you can make a Notice check as a free action. For each Grade of Success, you can choose one enemy and learn their current and max HP.
Medicine Man	2	Skills	100 Coins	Adds +2d6 to Heal checks made to use Items.
Power Rush	1	Attack	50 Coins	When you have 5 or less HP, bestows +2 Attack.
Mega Rush	1	Attack	50 Coins	When you have just 1 HP remaining, bestows +5 Attack.
Simplifier	1	Attack	50 Coins	Innate Techniques have Simple on their Primary and Secondary Checks, but you can't generate SP from *Exceptional Results* when using them.
Unsimplifier	1	Attack	50 Coins	Innate Techniques have Unwieldy on their Primary and Secondary Checks, but they generate SP from *Exceptional Results* as if they had one more Grade of Success on each check.
Ice Power	1	Attack	74 Coins	You ignore Contact traits that deal Fire damage, and have +1 Resist (Fire). All of your Innate and Gear attacks without an Element have Element (Ice).
Earth Power	1	Attack	74 Coins	You ignore Contact traits that deal Shock damage, and have +1 Resist (Shock). All of your Innate and Gear attacks without an Element have Element (Earth).
Fire Power Artist: *LadyLuck*	1	Attack	74 Coins	You ignore Contact traits that deal Ice damage, and have +1 Resist (Ice). All of your Innate and Gear attacks without an Element have Element (Fire).
HP Drain	1	Attack	100 Coins	Bestows -1 Attack, but when a strike you make would deal damage, you recover 1 HP.
FP Drain	1	Attack	100 Coins	Bestows -1 Attack, but when a strike you make would deal damage, you recover 1 FP.

Badge	BP	Type	Value	Effect
First Attack	1	Attack	100 Coins	During the Surprise Round, enemies with a lower Max HP than your Level take double damage from your attacks.
P-Up, D-Down	2	Attack	150 Coins	Bestows +1 Attack, but attacks made against you have +1 Attack.
Jumpman	2	Attack	150 Coins	All of your Innate and Gear Techniques with Aerial have +1 Attack. You cannot use attacks that don't have Aerial, but you can use non-damaging Techniques.
Weaponman	2	Attack	150 Coins	All of your Innate and Gear Techniques with Tool (Indirect) have +1 Attack. You cannot use attacks that don't have Tool (Indirect), but you can use non-damaging Techniques.
Handyman Original Artist: LadyLuck Concept: @landsharkrawr	2	Attack	150 Coins	All of your Innate and Gear Techniques that make contact with an enemy and don't have Aerial have +1 Attack. You cannot use attacks that don't make contact with an enemy or that have Aerial, but you can use non-damaging Techniques.
Marksman Original Artist: LadyLuck	2	Attack	150 Coins	All of your Innate and Gear Techniques with either Tool (Ranged) or Ranged have +1 Attack. You cannot use attacks that don't have Tool (Ranged) or Ranged, but you can use non-damaging Techniques.
Flower Saver	4	Attack	250 Coins	Whenever you would spend FP for any reason, you spend 1 less FP than normal. This Badge cannot reduce the FP cost for any Technique or action below 1 FP.
All or Nothing	4	Attack	100 Coins	All of your Innate and Gear Techniques have +1 Attack, as well as Commitment (Primary) and Unwieldy (Primary).
Bump Attack	5	Attack	300 Coins	Enemies with a lower Max HP than your Level take double damage from your attacks.
Power Plus	6	Attack	400 Coins	Bestows +1 Attack.
Last Stand	1	Defense	50 Coins	When you have 5 or less HP, incoming attacks deal ½ as much raw damage.

Badge	BP	Type	Value	Effect
Close Call	1	Defense	100 Coins	When you have 5 or less HP, you can attempt to *Dodge* before you Guard, and you have +1d6 to Dodge checks.
Damage Dodge	2	Defense	150 Coins	Adds +2d6 to Guard when *Defending Actively* or *Guarding Reactively*.
P-Down, D-Up	2	Defense	150 Coins	Bestows -1 Attack and +1 Defense.
Pretty Lucky	2	Defense	150 Coins	When attacked, you can attempt to *Dodge* before you Guard.
Lucky Day	7	Skills	500 Coins	When attacked, you can attempt to *Dodge* before you Guard. +2d6 to Dodge checks.
Spike Shield	3	Defense	150 Coins	Bestows Immune (Spikes).
Zap Tap	3	Defense	200 Coins	Bestows Contact: The attacker takes 1 Piercing Shock DMG, and you make a Steady check; the attacker is Dazed (1) for 1 turn for each Grade of Success.
Feeling Fine	3	Defense	150 Coins	Bestows Immune (Poison), and adds +2d6 to Steady checks made to resist or recover from Statuses.
Defend Plus	5	Defense	300 Coins	Bestows +1 Defense.
Return Postage	7	Defense	1000 Coins	Bestows the following Contact Trait: The attacker takes Piercing damage equal to ½ the damage dealt to you.
Multibounce	1	Technique	74 Coins	For 2 FP: Multibounce The user jumps on a foe, then attempts to jump on as many foes behind them as possible. Athletics or Coordination: Nice!: [Power] DMG; hits one target for each Grade of Success.
Weapon Throw	1	Technique	74 Coins	For 1 FP while wielding a melee weapon: Weapon Throw The user throws their held weapon as an impromptu ranged attack. They can (usually) get it back shortly afterwards. Aim: Auto: [Power] DMG Nice!: [2 x Power] DMG

Badge	BP	Type	Value	Effect
Spin Smash	1	Technique	74 Coins	For 2 FP: Adds Launch to an Innate single-target attack. Roll either Athletics or Bully to resolve the Secondary Check, regardless of its usual required skill.
Power Smash	1	Technique	50 Coins	For 2 FP: Adds +1 Attack to an Innate or Gear single-target attack.
Piercing Blow	1	Technique	74 Coins	For 2 FP: Adds Piercing to an Innate or Gear single-target attack.
Ice Smash	1	Technique	74 Coins	For 3 FP: Adds Element (Ice) and Daze x3 to an Innate or Gear single-target attack. Roll either Bully, Magic or Trickery to resolve the Secondary Check, regardless of its usual required skill.
Shrink Slam	1	Technique	74 Coins	For 2 FP: Adds Weaken (Attack) x3 to an Innate or Gear single-target attack. Roll either Bully, Magic or Trickery to resolve the Secondary Check, regardless of its usual required skill.
Soft Slam	1	Technique	74 Coins	For 2 FP: Adds Weaken (Defense) x3 to an Innate or Gear single-target attack. Roll either Bully, Magic or Trickery to resolve the Secondary Check, regardless of its usual required skill.
Sleepy Slam	1	Technique	74 Coins	For 2 FP: Adds Daze x3 to an Innate or Gear single-target attack. Roll either Bully, Magic or Trickery to resolve the Secondary Check, regardless of its usual required skill.
Dizzy Attack	1	Technique	74 Coins	For 2 FP: Adds Disorient x3 to an Innate or Gear single-target attack. Roll either Bully, Magic or Trickery to resolve the Secondary Check, regardless of its usual required skill.
Poison Touch	1	Technique	74 Coins	For 2 FP: Adds Element (Poison) and Lingering x3 to an Innate or Gear single-target attack. Roll either Bully, Magic or Trickery to resolve the Secondary Check, regardless of its usual required skill.
Disarming Slam	1	Technique	74 Coins	For 2 FP: Adds Disarm (Tool) x3 to an Innate or Gear single-target attack. Roll either Bully, Magic or Trickery to resolve the Secondary Check, regardless of its usual required skill.

Badge	BP	Type	Value	Effect
Head Rattle	1	Technique	100 Coins	For 2 FP: Adds Confuse x3 to an Innate or Gear single-target attack. Roll either Bully, Magic or Trickery to resolve the Secondary Check, regardless of its usual required skill.
Charge	1	Technique	50 Coins	Bestows use of the Charge Technique (1 FP). Boosts your Attack by 1 until after your next attack, or until the end of your next turn. Repeated uses of this Technique increase the Attack Boost by +1 and extend its duration by one more turn.
Tornado Jump	2	Technique	100 Coins	Bestows the use of the Tornado Jump (2 FP) Technique. If you have multiple Tornado Jump Badges, you can use them together by spending 1 FP for each additional Badge. Treat [X] as the number of Tornado Jump Badges used (in total). Tornado Jump Stomps on an enemy, then generates a burst of wind around them. Athletics: Nice!: (Power) DMG Good!: (Power) DMG, [X+X] Piercing Air DMG The extra Air damage is Indirect, and affects all other airborne enemies in the group (but not the first target).
Quake Slam	2	Technique	100 Coins	Bestows the use of the Quake Slam (3 FP) Technique. If you have multiple Quake Slam Badges, you can use them together by spending 2 FP for each additional Badge. Treat [X] as the number of additional Quake Slam Badges used (after the first). Quake Slam Pounds the ground to produce a localised tremor, affecting everyone in target group in contact with the ground, wall or ceiling. Athletics: Good!: ((2 x Power) + [X+X]) Piercing Earth Quake DMG

Badge	BP	Type	Value	Effect
Double Dip	3	Technique	100 Coins	Bestows the use of the Double Dip (4 FP) Technique. If you have multiple Double Dip Badges, you can use them together by spending 2 FP for each additional Badge. Treat [X] as 1 + the total number of Double Dip Badges in use. Double Dip Allows you to act as if Hustled at Status Level [X] this turn, but all your Hustle actions must be to use consumable Items. You suffer no penalty on those actions for your Hustled Status.
Fire Drive	3	Technique	100 Coins	Bestows the use of the Fire Drive (5 FP) Technique. If you have multiple Fire Drive Badges, you can use them together by spending 2 FP for each additional Badge. Treat [X] as the number of additional Fire Drive Badges used. Fire Drive Flings a fireball at the target at range, then blazes a path past them to affect more grounded targets. Aim, Coordination or Magic: Good!: ((2 x Power) + [X+X]) Piercing Fire DMG Repeats on as many grounded targets as possible behind the target, dealing -1 damage each time. Bully or Magic: Nice!: Lingering (1) burn for 3 turns Good!: Lingering (2) burn for 3 turns Great!: Lingering (3) burn for 3 turns
Power Bounce	3	Technique	100 Coins	For 3 FP: Adds Aerial and Repeat to an Innate or Gear single-target attack.
Refund	1	Boon	50 Coins	You receive ¼ (rounded down, minimum 1) of an Item or Power-Up's value in Coins when you consume it to use on yourself or another target. If you would keep the Item after use, you don't receive Coins.
Happy Heart	2	Boon	150 Coins	At the start of your turn, roll 1d6. On a result of 4 or more, restore 1 HP.
Happy Flower	2	Boon	150 Coins	At the start of your turn, roll 1d6. On a result of 4 or more, restore 1 FP.

Badge	BP	Type	Value	Effect
Pity Flower	3	Boon	200 Coins	When you take damage from any source, make a Steady check. You restore 1 FP for each Grade of Success. You can't restore more FP than the damage you take.
Heart Finder	3	Boon	100 Coins	Restores 1d6 HP after victory.
Flower Finder	3	Boon	100 Coins	Restores 1d6 FP after victory.
Item Hog	3	Boon	100 Coins	After victory, you may make a Notice check as a free action. Great!: You may find an additional Item that belonged to an enemy, as appropriate.
Lucky Start	4	Boon	100 Coins	At the start of battle, roll 1d6, and receive the appropriate benefit for 3 turns. 1. Restore 2 HP at the start of your turn. 2. Restore 2 FP at the start of your turn. 3. Contact The attacker takes 1 Piercing Shock DMG, and you make a Steady check; the attacker is Dazed (1) for 1 turn for each Grade of Success. 4. +1 Attack. 5. +1 Defense. 6. When attacked, you can attempt to *Dodge* before you Guard.
Quick Change	4	Boon	500 Coins	Allows you to *Swap* with an ally as a free action. You can Swap as often as you want to during your turn. Immediately after an enemy group attacks, you can make a Coordination or Trickery check. Great!: You trade places with an ally, as if you Swapped; attacks aimed at them instead affect you, and attacks aimed at you instead affect them. You can both Guard or Dodge as normal.
Money Money	5	Boon	350 Coins	After victory, you may make a Notice check as a free action. You may find more coins that belonged to an enemy, as appropriate. (Roughly 2d6 per Grade of Success)

Badge	BP	Type	Value	Effect
Berserker	4	Boon	100 Coins	During combat you have +2 Attack and +2d6 to Steady checks, but can't spend FP or SP (or equivalent, in the case of Alt-Cost Techniques). For the duration of combat you are Confused (3), as well as being Provoked (6) by the nearest enemy in range. Unlike most statuses this can't be prevented, reduced or cured as long as this Badge is equipped.
Double Pain	0	Negative	30 Coins	Whenever you would take damage from an attack or hazard, you take twice as much. This effect applies after your Defense, *Guarding* and other means of reducing the damage.
Slow Go	0	Negative	10 Coins	Athletics checks relating to running and similar movement suffer a -3d6 penalty, as if Weakened (3). Adds +1d6 to checks made to move carefully or quietly (e.g. Trickery).

Try to make time for managing Badges! Over the course of your adventure you're bound to acquire a whole host of Badges, and swapping them out can make a big difference in how you approach your adventures.

Tips for the Game Master

Paper Story is designed to act the way you'd expect the original games to – at least as far as combat goes. I've tried to include as many fun ideas as possible, and keep close to the original spirit of *Paper Mario*.

Your players are bound to have all sorts of crazy ideas, either to solve problems in inventive new ways, to skirt around the limitations of their Techniques or to play wacky species not covered here.
I strongly recommend you work together with them on that, to the extent that your game is comfortable with it.
The Items, Species, Techniques and Traits presented in this book are just a starting point. Don't be afraid to draft new content for your players, or design Techniques by hand. Creating an imaginative solution that suits your game and your players will always be better than forcing players into a mould they're not interested in.

The rest of this book is devoted to resources for you to use at your own table, and suggestions for how to tweak the provided rules for your players.

I hope this helps you to wrap your head around the game. Thanks again for reading. These are very special games, and I hope you enjoy translating them to your tabletop.

NPC Inaction

A critical distinction between Paper Story and other systems you might have played is that Non-Player Characters (NPC's) don't follow any pre-defined rules – they just kind of work.
NPC's only have very basic stats – HP and Defense is usually the only thing you need to consider, as well as how they attack the players (if they do).

Essentially, NPC actions automatically succeed, and the players are the ones that have to respond to those actions. They represent the flow of the narrative for your game, so you just have to direct them as you see fit.
They don't make attack checks, they don't contest player's actions, and they don't waste your time.

In a combat scenario, all you need for an NPC is to track their key stats and the outcome of their attacks – which is usually just the number of strikes, the damage dealt and any Statuses they can dish out.
By design, all of this is simple enough to mock up on the spot, but it can be really helpful to look at how the games have used enemies in battles and build off of that.

You can give NPC's FP, too, if you want the players to wear them down over time; usually though I'd recommend just spacing out their best attacks by a turn or two. If their FP total comes up (such as through a Point Swap), it's rare enough that it's easier to just come up with something on the fly.

Statuses can be trickier, since it's easy for players to acquire powerful effects like Daze and Stun which can invalidate a lot of fights, especially boss fights. The easiest solution to make more resilient enemies is to take a couple levels off the status, or shorten the duration by a few turns, so that your players still get the satisfaction of using their status effects without de facto solving the encounter.

If an NPC really poses a challenge (out-swimming a Cheep Cheep, or Bullying a mighty dragon), your players still make their rolls as normal, but you might want to warn them they'll need more Grades of Success.

If you're not familiar with this style of play it can take some getting used to – I highly recommend *Dungeon World* and other *Powered By The Apocalypse* systems if you're interested in seeing that concept taken further, as it was a big inspiration for this system.

NPC Action

Of course, if you prefer you can crunch out NPC stat blocks, giving them skills and Techniques like a player would have. In this case you would either have their skills set the target number of Grades of Success players need to succeed, or have them actively oppose the players with rolls of their own.

The important thing to remember is this will make the players' lives a lot harder, as all of their actions will take more effort and the outcomes will be less certain. So it's important to be clear with your players if you take this option.

Star Power Techniques

In a long-form campaign, players may acquire certain powers that rely on Star Power to function, from artifacts, powerful beings or whatever else fits within your campaign. With these boons comes an increase in maximum SP, improving SP limits by 10 with each ability.

In the context of Paper Story, these are basically just Techniques which cost SP instead of FP, as defined by the GM. As these are more potent than regular Techniques and run on a less reliable power source, GM's are encouraged to set SP costs as they see fit, and homebrew effects as necessary.

Some examples are provided below based on the existing games, to be taken as suggestions only. Traits used are provided as a reference, showing how they could potentially be designed as Techniques, and the relative power level when translated into FP.
Simple rolls are generally assumed to succeed, however for debilitating Statuses and other effects where variance is useful, feel free to request relevant checks. Magic, Bully, Cheer and Perform are all useful skills to call in these circumstances, though that will vary based on the Technique and source of their power.

Equivalent FP costs assume the Technique operates at 1 Power and, if a check isn't required, automatically achieve their full potential.
When used in-game it's recommended that these Techniques don't rely on the user's Power or Attack; usually, they just have set damage values.
Keep in mind these are rough estimates, as many Star Power Techniques don't fit neatly into Paper Story's mechanics – generally, it's better for the GM to design Star Power Techniques from scratch, working as they see fit.

Technique	SP	Effect
Refresh *Eldstar* 	10	Restore all allies' HP and FP by 5, and cures all status conditions. Affects the user, too. *Allies, Dismiss, Flowery x5, Hearty x3, Shared, Harmless* *Equivalent: 10 FP*
Lullaby *Mamar* 	10	Attempts to put all targets outside the user's group to sleep, Dazing them. The user makes a Magic or Cheer check; for each Grade of Success, targets are Dazed (5) for 1 turn, to a maximum of 5 turns. *All, Safe, Daze x5, Harmless* *Equivalent: 7 FP*
Star Storm *Skolar* 	20	Deals 7 Piercing Star DMG to all targets outside the user's group. *All, Safe, Strong x3, Piercing, Element (Star)* *Equivalent: 15 FP*
Chill Out *Muskular* 	20	Reduces the Attack of all targets outside the user's group by -3, for 3 turns. *All, Safe, Weaken (Attack) x3, Harmless* *Equivalent: 8 FP*
Smooch *Misstar* 	30	Restores the user's HP by 20. *Hearty x10, Harmless, Self* *Equivalent: 6 FP*
Time Out *Klevar* 	20	Attempts to freeze all targets outside the user's group in time, Stunning them at Status Level 6. The user makes a Magic or Cheer check; for each Grade of Success, targets are completely Stunned (6) for a turn, to a maximum of 5 turns. *All, Lengthen x2, Safe, Stun x3, Harmless* *Equivalent: 10 FP*
Up & Away *Kalmar* 	20	Attempts to remove all targets outside the user's group from battle, sending them to the stars. The user makes a Magic or Cheer check; for each Grade of Success, they can remove a target with 5 HP or less from the battle. Multiple Grades of Success can be bundled together to remove targets with more than 5 HP. *e.g. Two Grades of Success could remove two targets with 5 HP, or one target with 10 HP.* *All, Safe, Custom Banish Effect, Harmless* *Equivalent: ? FP*

Technique	SP	Effect
Star Beam *Star Haven* 	10	The user can remove all positive conditions (e.g. Boost, Counter, Secure) and magic effects (e.g. Invisibility, Flight) from all combatants in the target group. *Group, Harmless, Dismiss* *Equivalent: 4 FP*

The power of the stars can take all sorts of forms. Try to come up with interesting mechanics that fit your campaign, and don't worry too much about following Technique rules; the whole point of these special trinkets is to bestow power beyond your players' wildest dreams!

Simplified Rules

While the core rules for skill checks and Grades of Success are meant to be lightweight, you might find the depth of options presented for Species and Techniques to be overwhelming.

That's okay! These are just meant to be a starting point for players. If you'd prefer to take things back a step, and your table is okay with it, you can break these down into simpler concepts for them.

- To make a Simple Species, give them +2 to their Stats (in any combination), and 3 relevant Skill Specialisations.
  They start play with 1 Power and 0 Defense.
  That's all you need for a playable species with its own distinct flair, but if you want to go further, their qualities can be summed up as Quirks.
  - Quirks can be Big or Small, and either Positive or Negative.
    Big Quirks are twice as valuable as Small Quirks; think of Small Quirks as +/- 1, and Big Quirks as +/- 2. The final species should have a total Quirk value of (roughly) 0.
  - Big Quirks impact important stats like Power or Defense, or provide significant advantages, like Immunity or Weakness to certain attacks.
  - Small Quirks are more situational advantages and flaws, like points in Resistance, Flight or the Aquatic Trait.
- To make a Simple Technique, start from a simple damage-dealing attack using Coordination. It deals up to the character's Power in damage with no successes, and up to twice that with a Nice result.
  To expand on that, you can summarise all of a Technique's effects as Quirks.
  - Like with Species, Quirks can be Big or Small, and either Positive or Negative.
    Big Quirks are twice as valuable as Small Quirks; think of Small Quirks as +/- 1, and Big Quirks as +/- 2.
    The final FP cost of the Technique should be about 2 less than its total Quirk value, but players should work with the GM to find a value that's right for their Technique.
  - Big Quirks represent the bulk of the action, like a Status you want to inflict, the Technique's targets, the required Grades, extra damage you want to deal, or (as a negative) even the inability to deal damage.
  - Small Quirks represent the little things, like requirements to use the Technique, the type of damage it deals or the HP it recovers.

Keep in mind though that these simplified systems aren't balanced the same way as regular Species or Techniques, so it's recommended to only use them sparingly. You shouldn't need more than a few Quirks for anything.

Travel Time

Generally, navigating around the world can be handled on a scene-by-scene basis, with the GM describing the players' surroundings and the players asking clarifying questions or making actions to engage with the world.
However, sometimes you want to move the exploration along a bit, or have the players carry out some exciting acrobatic feats deserving of a Mario game.
These rules can be used to quickly navigate an area, abstracting a dungeon, "level" or other explorable area into a couple of rolls.
Make sure you still describe their actions and the area they're exploring! Otherwise it's easy to feel like you're just making dice rolls.

- All players make an Athletics check (or otherwise appropriate skill) on their own, representing their general ability to navigate the terrain.
    - With enough Grades of Success, they can make it through without difficulty. The exact amount needed would vary depending on the area they're exploring, but usually a Great result is a good start.
- If players fail this check, they suffer some kind of complication; but ultimately, they should still make progress.
    - Depending on the area they're in and the pacing of the game, you might want to make this something small (like some damage, or dropping some Coins), but occasionally a big distraction can be fun – just keep in mind that anything too big is going to detract from the players that did succeed.
    - Usually this should require the players make another skill check (e.g. Steady to resist some hazard), make a choice, or engage in battle. Although if they almost succeeded, or it's only a minor complication, it's fine to just describe it and move along.
- If players succeeded earlier, they can optionally make another check for some kind of reward, or to help players who are struggling.
    - This can be up to the player, but usually as the GM you'll want to present them with a choice between two things to do, or two routes they can go down.
    - The easiest thing to ask for here is a Notice check, giving players a chance to find Items or Coins. This is a good way to get small things to players that they might not have otherwise considered, like Mushrooms or crafting materials.
    - Another fun option can be Perform, giving players a chance to revel in their athleticism. This is basically an Appeal for SP.
    - Alternate, more difficult, paths could use Athletics, Coordination or Steady to traverse safely. These paths can lead to more rewards, bypass some enemies, or get to the end faster.

Usually, that's enough to get through an area. But if players are lagging behind, or the area is particularly long or dangerous, you can consider asking for another check to navigate the area.

There's a whole wide world out there! If your players are eager to explore it, try to take time to paint a vivid picture and encourage them to stop and smell the roses.

Though of course, if they're more keen to hustle through to the next deadly encounter, there's nothing wrong with streamlining their movements.

Partner System

As an alternative to standard Paper Story, you may want to create a diverse cast of partners to assist one major character, much like in the N64 original. This may better suit a campaign where players control a variety of characters, or where many players may drop in and out, centred around one main figure.

In the Partner System, in addition to ordinary characters (like Mario), there are simplified partner characters.
Whenever a partner takes any amount of damage from an enemy, they act as if KO'd and sit out of the fight.

At the start of each turn they restore 1 HP, and become active again when they're fully healed.
If for whatever reason a partner takes enough damage to reduce their HP to 0, then as normal, they are rendered completely inactive, can't take any further actions and don't passively heal.
Partners can't be attacked while in this state, though they may still take damage through other effects.

While in this state, partners can take certain actions to help them recover faster. This still counts as their action for the turn.

- Using Items on themselves.
- Making Heal checks on themselves.
- Getting a *Second Wind* with their SP.

Under this system, a number of Badges change when used by partners, as noted on the following page.

This system works well for a large number of partners, which may make things take longer and unbalance games. If this is a concern, you may want to restrict combat actions to one partner at a time (as in the games), or have a large group of partners in a loosely assembled formation behind their leader.

In any case, it's not as flexible as standard play, and is only recommended for games focused on a central protagonist.

Badge	BP	Type	Value	Effect
Power Rush	1	Attack	50 Coins	While suffering from damage, and for the next turn after recovering from damage, you have +2 Attack.
Mega Rush	1	Attack	50 Coins	While you have only 1 HP, and for the next turn after recovering from damage that reduced you to 1 HP, you have +5 Attack.
HP Drain	1	Attack	100 Coins	Bestows -1 Attack, but when a strike you make would deal damage to one or more targets, you can restore 1 HP to yourself or an ally.
Last Stand	1	Defense	50 Coins	You can still act while injured, up until you lose 6 or more HP. While injured, incoming attacks deal ½ as much raw damage.
Close Call	1	Defense	100 Coins	While suffering from damage, you can attempt to *Dodge* before you Guard, and you have +1d6 to Dodge checks.
Heart Finder	3	Boon	100 Coins	When an ally takes damage, you can make a *First Aid* check targeting them as a free action.

True and Honest Paper Mario

Paper Story adds a lot of options that aren't covered in the original games. And you might feel some kind of way about that. That's fair! Sometimes I feel like bits of it are a bit excessive, too.

But the important thing is that you can pick and choose what works for you and your group. Whether that's some of the new Badges, the Power-Up system or entire Technique Traits, feel free to split off the parts that you don't want to deal with.

Always remember; the GM gets the final say.

Darker and Edgier

Sometimes you want to take the kid's gloves off, and delve into some darker themes. It's a vibe that doesn't really align with the Mario world, so it's largely absent from Paper Story, but it's a fair enough thought process.

The original games certainly dance a thin line here; death and other adult themes are certainly *present* in this world, if not a focal point, and sometimes you need to highlight the danger your players are in.

Sometimes, being KO'd in the field of battle is a very real possibility – you should make sure players understand the risks, and try not to be too flippant with it. It's probably okay for a lengthy poison to drain someone's life away, or a particularly devastating attack to end their game – not so much a Goomba's headbonk.

Even in these cases, it's best not to be too graphic, and let players form their own mental pictures to the level they're comfortable with. It's enough to explain that the dragon has eaten someone whole – you don't need to go into grisly detail about *how* it's playing out.

And of course, the most important thing is to set the expectation with your players. As long as everyone knows what they're signing up for, it can provide a different kind of fun.

Resources

The rest of this book is reserved for player resources. You can download these directly on *Itch*, but in case you need a quick offline reference, here they are.

Paper Story

Your Mario RPG

Player Name: _____

Name: _____

Species: _____

Description: _____

_____

Character Portrait

Level ____ Star Points ____ Power ____ Defense ____ Attack ____ / SP

Heart

/ HP

5 x Heart

Spirit

/ FP

5 x SPIRIT

Courage

/ BP

3 x COURAGE

Heart Skills & Specialisations

___ Aim _____

___ Athletics _____

___ Coordination _____

___ Guard _____

___ Heal _____

Spirit Skills & Specialisations

___ Crafts _____

___ Knowhow _____

___ Magic _____

___ Notice _____

___ Trickery _____

Courage Skills & Specialisations

___ Bully _____

___ Cheer _____

___ Perform _____

___ Persuade _____

___ Steady _____

Equipped Badges

_____

_____

_____

Paper Story

Your Mario RPG

Technique: _____

_____

_____

_____

Primary Check: _____

Auto _____

Nice! _____ Wonderful! _____

Good! _____ Excellent! _____

Great! _____ Unbelievable! _____

Secondary Check: _____

Auto _____

Nice! _____ Wonderful! _____

Good! _____ Excellent! _____

Great! _____ Unbelievable! _____

Traits / Notes: _____

Source: _____

Technique: _____

_____

_____

_____

Primary Check: _____

Auto _____

Nice! _____ Wonderful! _____

Good! _____ Excellent! _____

Great! _____ Unbelievable! _____

Secondary Check: _____

Auto _____

Nice! _____ Wonderful! _____

Good! _____ Excellent! _____

Great! _____ Unbelievable! _____

Traits / Notes: _____

Source: _____

Technique: _____

_____

_____

_____

Primary Check: _____

Auto _____

Nice! _____ Wonderful! _____

Good! _____ Excellent! _____

Great! _____ Unbelievable! _____

Secondary Check: _____

Auto _____

Nice! _____ Wonderful! _____

Good! _____ Excellent! _____

Great! _____ Unbelievable! _____

Traits / Notes: _____

Source: _____

Technique: _____

_____

_____

_____

Primary Check: _____

Auto _____

Nice! _____ Wonderful! _____

Good! _____ Excellent! _____

Great! _____ Unbelievable! _____

Secondary Check: _____

Auto _____

Nice! _____ Wonderful! _____

Good! _____ Excellent! _____

Great! _____ Unbelievable! _____

Traits / Notes: _____

Source: _____

Tech Defaults

_____

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Other Notes

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Paper Story

Your Mario RPG

Coins _____

Inventory

Items & Notes

Expanded Inventory

Badges

Badges & Notes

Known Recipes

Craftable Items & Recipe Notes

Expanded Recipes

Extra Items

Items & Notes

Other Notes

_____

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THE END